



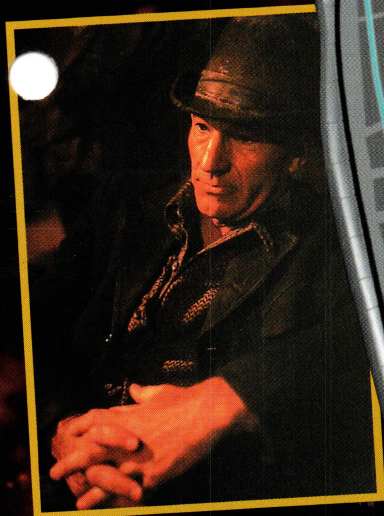
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The Terran Empire demands obedience

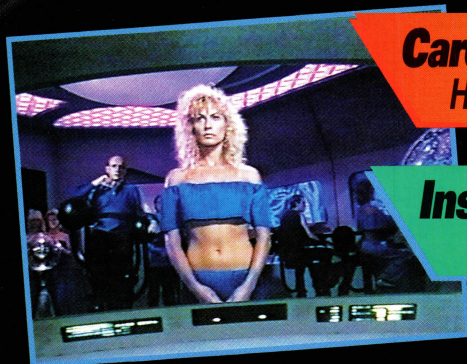
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Even the captain needs a break



Ross in Command
Starfleet admiral at war



Cardassian Prison Camps
Hard times for Bajoran inmates



Inside the Plague Vessel
Infected Tarellians' only home

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Taking a trip to 20th-century Earth

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THE
CARDASSIAN
UNION

The Guide to the STAR TREK Galaxy

FILE 13 CARD 11

CARDASSIAN PRISON CAMPS



THE
CARDASSIAN
UNION

Brutal prison camps housed Bajoran prisoners throughout the Cardassian occupation. Camp commanders like Gul Darhe'el had thousands of inmates killed or tortured during their reign of terror.

During the 40-year occupation of Bajor by the Cardassians, many Bajorans were forced into slave labor prison camps. They were put to work mining the enriched ore that fueled the Cardassian war machine; any person who objected was treated viciously, or simply killed. Models of order and control, these camps functioned both as mining facilities and as highly effective tools for subjugating the Bajoran people.

Three of the more infamous camps were **Terok Nor**, **Gallitepp**, and **Hutet**. Conditions in these camps varied, depending on the temperament of the Cardassian commander.

Terrible conditions

The most notorious camp, Gallitepp, was administered by the sadistic

Gul Darhe'el. Under his command, thousands of Bajorans were slaughtered. Cardassia awarded the tyrant the **Proficient Service Medallion**, and he was later honored with a state funeral after his death from natural causes.

Gallitepp was eventually liberated by the **Shakaar** resistance cell. Survivors of the camp are a symbol of strength and courage to the Bajoran people. They were starved, brutalized, and humiliated. Mothers were raped in front of their children, husbands were beaten until their wives couldn't recognize them. Eyewitnesses recall Bajorans screaming for mercy in the hours before they were killed.

Hard labor

The Cardassian oppressors weren't the only killers. Bajorans died in mining accidents, and

▶ **The Gallitepp camp commander, Gul Darhe'el, died in 2363, and was buried with full honors under one of the largest military monuments on Cardassia. File clerk Aamin Marritza later assumes his identity.**

▼ **In 2369, Aamin Marritza is held aboard DEEP SPACE NINE. He hopes to atone for his post at Gallitepp by taking Darhe'el's guilt on himself.**



from illnesses that ravaged the camps. Bajorans and Cardassians alike were

afflicted by the **Kalla-Nohra syndrome**, a rare condition that was the

result of a mining accident at Gallitepp. Sufferers require constant medication.

This was all in addition to the usual feuds among

THE FORGOTTEN

Liberated

In 2370, Major Kira Nerys learns that a legendary Bajoran resistance leader, Li Nalas, is still alive. Along with a handful of other Bajorans, Li is secretly being kept prisoner in the Hutet labor camp on Cardassia IV. The Cardassians should have released all remaining prisoners of war with the end of the occupation, so Kira and Chief Miles O'Brien carry out a daring plan to liberate the camp. Li is brought home, and the other Bajorans soon follow.

▼ **Life in the camp is hard; the prisoners are kept tired and hungry.**

▶ **Among other duties, prisoners at Hutet are made to dig in the quarry yard, and collect ores in woven baskets.**



▼ **Bajoran prisoners of war are secretly detained in the Hutet labor camp on Cardassia IV.**



the prisoners over food, or a blanket. At all the camps, Bajoran laborers working the mines wore little but rags. All work was done manually, and demanded great physical exertion. Those who failed in their tasks were immediately punished; old people were sometimes buried alive.

Under **Gul Dukat**, life on *Terok Nor* was similarly brutal and degrading. Many Bajorans were conscripted into forced labor during its construction. At the height of its output, the space

❖ **O'Brien and Kira cannot rescue all the prisoners at once, but Li Nalas's fellow prisoners know that once he is freed, the Cardassians will not be able to hold them forever. The inmates help Li and his rescuers get away safely, knowing that they will soon be able to follow. The Cardassians eventually make a formal apology.**

station was capable of processing 20000 tons of **uridium** ore a day. The internal temperatures could reach 55 degrees Celsius, creating a hellish environment for the Bajoran slave laborers. A strict curfew was enforced, and the Bajorans were kept under



⚠ **Minister Jaro Essa, of the Bajoran chamber of ministers, welcomes Li Nalas to DEEP SPACE NINE after his release from Hutet. Li is appointed Bajoran liaison to the station, replacing Kira Nerys.**

⚠ **Large forcefield generators are used to secure the perimeters of the labor camps, ensuring that the prisoners have no means of escape.**



constant surveillance in caged enclosures.

Terok Nor became the seat of the Cardassian government on Bajor, and was home to the **Prefect of Bajor**. Because of this, security was tight; any attempted worker revolt prompted numerous countermeasures, including the use of fatal **neurocine gas**. Even so, Gul Dukat considered himself to be a compassionate and forgiving commander, and

has always claimed that conditions on *Terok Nor* were less harsh than in other camps.

The Cardassian withdrawal from Bajor in 2369 includes an agreement to release all Bajoran political prisoners, as per **Supreme Directive 2645**. The **Federation** is unaware that 12 Bajoran prisoners, including legendary resistance fighter **Li Nalas**, remain at the Hutet labor camp on **Cardassia IV**

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CARDASSIAN PRISON CAMPS



GALAXY FACTS



During the occupation, Vedek Winn spent five years in a prison camp. She endured beatings for teaching the word of the Prophets.



Aamin Marritza's work at Gallitepp was described as "a masterpiece of meticulous exactitude" by Gul Darhe'el.

for nearly a year after the withdrawal.

Located in a barren rock quarry, the Hutet labor camp is protected by a standard Cardassian force field. Guards patrol the interior perimeter of the compound. For the slave laborers, days are spent breaking rocks under the hot sun. It is not uncommon for the camp's prefect to enjoy liaisons with Bajoran women.

Freedom at last

After Hutet is liberated by *Deep Space Nine* crew members, the **Cardassian High Command** issues an apology to the people of Bajor, stating they had no idea the camp existed. This denial is no surprise; many Bajorans still feel that the High Command has never accepted true responsibility for the atrocities committed in the labor camps.

CARDASSIAN PRISONERS

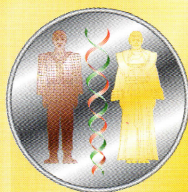
Rough justice

Chief Miles O'Brien once remarked that he wouldn't want to turn anyone over to the "tender care" of the Cardassians. Their system of justice is harsh, but often brutally effective. The Cardassians invoke the death penalty for numerous crimes, and even after the Bajoran occupation ends, they maintain their detention centers and labor camps. O'Brien himself has first-hand experience of Cardassian law when he is falsely accused of supplying weapons to the Maquis resistance group in 2370. Under Cardassian law, anyone being brought to trial has already been found guilty by the government; the trial simply serves as a public confirmation of that guilt.

▶ **The Obsidian Order falsely suggest that, while impersonating Major Kira Nerys, Cardassian spy Iliana Ghemor was kept prisoner for seven days at the Elempur Detention Center.**



⚠ **Thomas Riker is spared the death penalty when captured as a member of the Maquis resistance. He is instead given a life prison term for crimes against the Cardassian people, and sentenced to the labor camp on Lazon II.**

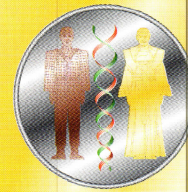


OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 94



OTHER GROUPS
AND RACES

THE MALCORIANS

Malcor III is home to an intelligent civilization of humanoids who are close to becoming a spacefaring race. However, the progress of their technology is running at a faster pace than the development of their cultural beliefs, and many Malcorians are not yet ready for first contact.

The **Malcorians** are a race of humanoids on the verge of making the great plunge into stellar travel. Over the last few years of their planet's history, Malcorian technology has been proceeding at what some consider to be a breakneck pace. However, like Earth in the 19th century, Malcorian beliefs have not developed in tandem with their technology, and science has swiftly overtaken culture.

The Malcorian beliefs are based on the premise that they are the supreme life form, and that their world is at the center of the universe. There is no widely supported belief in

the existence of extraterrestrials; both through lack of evidence – the Malcorians have not yet ventured out of their solar system – and because such a belief contradicts their basic philosophies. There is, however, an underground culture on **Malcor III** that believes in the reality of aliens.

Social structures

The Malcorians are mostly a traditional people. They value their culture and society, and many are unreceptive to change. The family is also a very important aspect of life; the planet's leader, **Chancellor Durken**, feels that it is essential for families to spend time together. He

▶ **Mirasta Yale, the science minister, is more passionate about the pending trials of her faster-than-light-engine than many of her fellow Malcorians.**

himself has a wife and two daughters, and feels it is important for them all to sit down together for the evening meal and discuss their day.

There appears to be a



basic nuclear family unit on Malcor III. As on Earth and other **Federation** planets, families will go on outings together. **Science Minister Mirasta Yale**, for example, vividly remembers being

taken to the planetarium by her parents when she was a child; the visit inspired her to pursue a career in the planet's developing space program. Malcor III appears to

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NEXT GENERATION.....FILE 69

CONSERVATIVE

Resisting change

On the verge of becoming interstellar travelers, the Malcorians are facing a potential cultural catastrophe. The planetary government is generally conservative, and of the opinion that their race is not ready to take the next big step. They are afraid of the unknown, and how it could potentially damage their society and their beliefs. Scientists such as Mirasta Yale, however, are in favor of progress and space exploration.

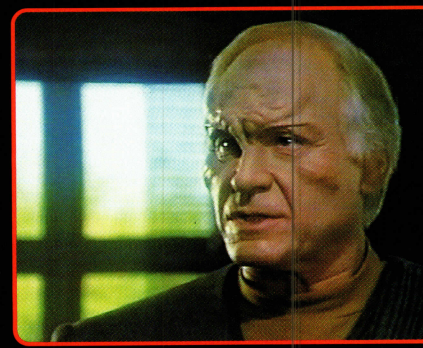


▶ **Much discussion takes place among the Malcorian scientists and the government ministers on the warp engine trials.**

▶ **Krola and Yale are on opposing sides of the argument over faster-than-light engines and their implications.**

▶ **Chancellor Durken is leading his people to a crossroads; the decision he makes concerning interstellar travel could change their world and civilization forever.**

Designation	Malcor III
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Government	Politically conservative and resistant to social reform.
Environment Features	Standard gravity. The Malcorians are humanoids with two distinguishing features: enlarged frontal skull bones, and a single fused phalange in the place of individual digits.
Technology	Malcorian technology is several centuries behind the Federation, but still sophisticated.
Starship Log	STAR TREK: THE NEXT GENERATION: 'First Contact'



GALAXY FACTS

▶ Some Malcorians claim to have seen UFOs, but such sightings are often attributed to weather balloons.

▶ Riker's disguise is incomplete; his identity is revealed when the Malcorians notice his human hands.

▶ Captain Picard and Chancellor Durken share a toast to friendship on the *U.S.S. Enterprise*. Durken's people enjoy a drink that is similar to wine.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 94

THE MALCORIANS



OTHER GROUPS
AND RACES

▶ *Malcorian society is on the verge of interstellar spaceflight; despite this, some Malcorians, like nurse Berel, display a pop culture attitude of inordinate interest in the existence of extraterrestrials. Berel is fascinated by the alien Rivas, alias Riker.*

be ruled by a democratic government. The chancellor makes the ultimate decisions concerning planetary affairs, but he consults his ministers before any judgment is made, and places great weight on each individual's viewpoint.

The chancellor is an open-minded leader, but also a cautious man. He listens equally to both the conservative and

the progressive points of view. Durken does, however, favor reform, and, without wishing to trample on his people's cultural beliefs, he does not want Malcor III to stay in the dark ages. Durken has initiated many social reforms in recent years, sometimes encountering resistance, as recent riots in the capital city of Malcor III have shown. However, the general populace has accepted the reforms because of their great respect for their chancellor.

Malcorian external physiology is characterized by enlarged frontal skull bones. Their hands and feet do not comprise of separate digits, but have instead one single, fused phalange with an opposable thumb. There are also some differences in their internal physiology. Cardiac organs, for example, are located around the abdominal region.

Society and fashion

The society of Malcor III enjoys daily media broadcasts of news, fiction, and music. Malcorian clothing is of a uniform style; the current fashion appears to be for simple, tunic-type designs with shoulder pads. The plain fabrics are dyed in dark monotones, with very little trim or embroidery.

Malcor III is a lush planet, and the city centers are designed to blend pleasantly with the landscape. Buildings are colored a pale honey-beige, and the architecture is smooth, lacking sharp angles. The majority of structures are rectangular. One large, cone-shaped building,

similar to a bee hive, stands out against the skyline of the capital. It may be a state building.

Malcorian technology is not as advanced as that of the Federation, but it is nevertheless of quite a sophisticated standard. The capital city is served by an advanced hospital called the **Sikla Medical Facility**. The medical staff react as a fast and efficient unit when dealing with emergencies. But Malcorian medical knowledge lags far behind the Federation; short-sightedness, for example, is still remedied by spectacles.

Record keeping

Unlike *Starfleet*, in which records are completely computerized, the Malcorians still use the old-fashioned method of recording with pen and paper. The chancellor, for example, will often be occupied in the afternoons, completing his paperwork. He must methodically stamp his seal of approval on any papers or proposals put to him, using a simple handheld stamping device.

However, the people of Malcor III are on



the cusp of entering a new era. It is a difficult time for their chancellor, who must decide whether to lead his people into a new age of space technology and exploration, or wait until the fears of some sections of society have been broken down.

Until 2367, Malcor III is, unknowingly, under the protection of the United Federation of Planets' **Prime Directive**. With the planet's first warp drive trials only 10 months away, *Starfleet* sends the *U.S.S. Enterprise NCC-1701-D* to make **first contact**.

Their presence is revealed prematurely when the surgically-altered **Commander William Riker** is captured. This starts a panic, and

Chancellor Durken decides to halt the space program for a time. He requests that **Captain Picard** delay first contact indefinitely. Many Malcorians remain unaware of the existence of aliens.

▶ *When the warp trials are cancelled, science minister Mirasta Yale decides to leave with the aliens.*

FIRST CONTACT

Planetwide hysteria

Before the Federation makes first contact with another world, it must first go through some cautious preliminary procedures to ascertain whether the alien civilization is ready to meet extraterrestrials. Spaceflight technology is a major deciding factor. In the case of the Malcorians, however, it is finally decided that, although they are technologically ready, culturally they have a way to go.

▶ *Starfleet's William Riker is assigned to a covert surveillance mission under the alias of Jakara Rivas. He must assess the developing Malcorians' readiness for first contact.*



▶ *Rivas is revealed as a surgically-altered alien at the Sikla Medical Facility; it is a disturbing finding for some.*

▶ *Malcorian medicine, while some centuries behind the Federation, is comprehensive and technically advanced.*





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

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THE KTARIANS



OTHER GROUPS
AND RACES

Ktaria VII is officially classed as a neutral world. Many races find Ktarian culture fascinating, and the planet's cuisine is favored across the Galaxy. But this seemingly friendly race can employ a sly, sometimes sinister agenda.

Ktaria VII is politically neutral with regard to the **Federation** and other **Alpha Quadrant** powers, but the race seems to be welcoming to Federation visitors.

Certain areas of the **Ktarian** homeworld are covered by spectacular glaciers, which makes the planet a popular skiing resort. However, Ktaria VII is evidently not an entirely glacial world, as the indigenous people are quite comfortable visiting warmer climes, such as those on the pleasure planet, **Risa**.

Ktarians are humanoid, but share one of two distinctive features: enlarged frontal lobes, or a vertical line of ridges down the center of their forehead. Ktarian eyes are exquisitely

feline, and the enhanced bone structure lends them a certain elegance.

Ktarian children appear to develop quite rapidly; their infants may grow five centimeters over a period of three weeks. Ktarian biology is not completely compatible with other humanoid species, and this can present difficulties for inter-racial marriage.

Dead relaxed

Ktarians appear to be quite open about their culture, and trust outsiders to carry out expeditions to even their most sacred sites; **Starfleet** expeditions have been allowed to visit the Ktarian burial grounds.

Like many other cultures, Ktarians ritualize death, burying their dead in tombs filled with thousands of

▶ **Etana Jol is involved in an attempt to take over Starfleet, but not all Ktarians have such plans; many are friendly and welcoming to outsiders.**

Designation Ktaria VII

Class M

Quadrant Alpha

Inhabitants Humanoid

Government

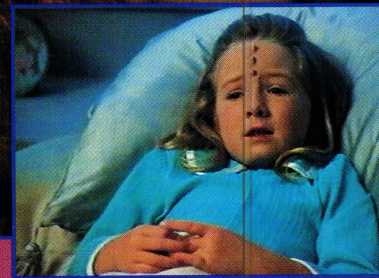
The Ktarians claim political neutrality, but they target the Federation in 2368 in an expansion attempt.

Racial Features

Some Ktarians have prominent lobes on their foreheads, others have a vertical line of spikes.

Starship Log

STAR TREK: THE NEXT GENERATION: 'The Game', 'Liaisons'; STAR TREK: VOYAGER: 'Emanations', 'Non Sequitur', 'Deadlock', 'Macrocosm', 'Mortal Coil', 'Once Upon A Time'



▶ **The physical attributes of the natives of Ktaria VII vary slightly between individuals; some have enlarged frontal lobes, while others have ridges on their foreheads.**

KTARIAN STRATEGY

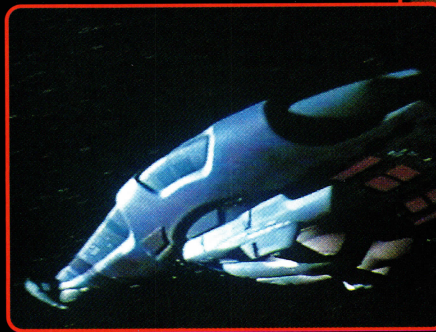
Spreading their wings

In 2368, a Ktarian agent known as Etana Jol attempts to infiltrate Starfleet with a mind-control device, as part of a larger plan to take over the Federation. It is not known whether Etana acts with the authority of her government. As Ktaria VII claims impartiality in all political affairs, the Ktarian Expansion may

have been part of a ploy from a supposedly neutral race to overcome the Federation through subterfuge rather than all-out battle – a strategy other races, such as the Romulans, also prefer. The theory gains credence from the knowledge that Ktarian starships are not a match for Starfleet.



▶ **The cunning Ktarian agent, Etana Jol, hopes to gain control of the U.S.S. ENTERPRISE through the introduction of a highly addictive, psychotropic game.**



▶ **To make up for their lack of military strength and political influence, the Ktarians attempt to expand their empire via more cunning strategies.**

▶ **KTARIAN VESSELS** possess no remarkable or identifying symbols, but they are recognizable by their small size and unusual, hammer-headed shape.



GALAXY FACTS

- ▶ Ensign Harry Kim met his fiancée, Libby, at a Ktarian music festival; he was accidentally sitting in her seat.
- ▶ On one occasion, Commander Chakotay invites Captain Janeway to go skiing on the Ktarian glaciers, holodeck-style.
- ▶ It is forbidden to remove stones from a Ktarian tomb; this is desecration, as the stones are prayers laid for the dead.

stones. Each stone is sacred, as it is symbolic of a prayer for the deceased.

Shared culture

Ktarians hold festivals to celebrate their musical accomplishments; these are open to off-world visitors, and are sometimes held on other planets.

Ktarian food has worked its way into the diet of Federation races, and in



OTHER GROUPS
AND RACES

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CARD 81

THE KTARIANS



OTHER GROUPS
AND RACES



▶ **Ktarian desserts** are an indulgent delicacy. The **U.S.S. ENTERPRISE's** Counselor Deanna Troi has a sweet tooth, and she develops a taste for chocolate Ktarian puffs.



some cases has proved immensely popular. Fried **Ktarian eggs** are considered by some to be a breakfast delicacy.

The eggs are large, with shells of a mottled brown and orange hue, although the yolk seems to be a rather unpalatable-looking green. Ktarian desserts are rather indulgent; the **Ktarian chocolate puff**

contains at least 17 varieties of chocolate. Self-confessed chocoholic,

Counselor Deanna Troi of the **U.S.S. Enterprise NCC-1701-E**, admits that the Ktarian chocolate puff is her favorite desert.

Ktarian starship technology is not on a par with the Federation. When the **U.S.S. Enterprise NCC-1701-D** is challenged by a small **Ktarian Vessel** in the **Phoenix Cluster**, the starship is not threatened, and easily secures the smaller vessel, taking it in tow to a starbase.

Ktarian relations with the Federation appear to be changeable. In 2368, a Ktarian operative, **Etana Jol**, attempts to implement what has become known as the **Ktarian Expansion**. Etana introduces a subversive Ktarian headset game to **Commander Riker** of the *Enterprise* while he is vacationing on Risa.

The purpose of the game is to focus on dropping flying disks into swirling funnel-type shapes.

▶ **Ktarian food** is popular on Federation worlds, and is available on Earth as early as the 23rd century. James T. Kirk's girlfriend, Antonia, is fond of fried Ktarian eggs, and is not put off by the unpalatable appearance of their green yolks.

The user quickly becomes addicted to the game's pleasurable psychotropic effects; it affects the higher reasoning areas of the brain, leaving the player vulnerable to suggestion.

Power play

Etana Jol makes clear the Ktarian intentions to control Starfleet and take over the Federation, but her plan is uncovered by **Wesley Crusher**. Etana's vessel is taken captive, and the Ktarian Expansion fails. If Etana was indeed discovered to be acting on her government's behalf, the damage to Ktarian-Federation relations does not appear to have lasted: the marriage of **Ensign Samantha Wildman** to **Greskrendtregk**, a Ktarian man, does not harm her career in Starfleet, suggesting that the race is no longer considered an enemy.

Despite the Ktarians' devious efforts to expand their empire, their impressive array of cultural distractions and recreational pleasures ensure that they remain popular with many other races.

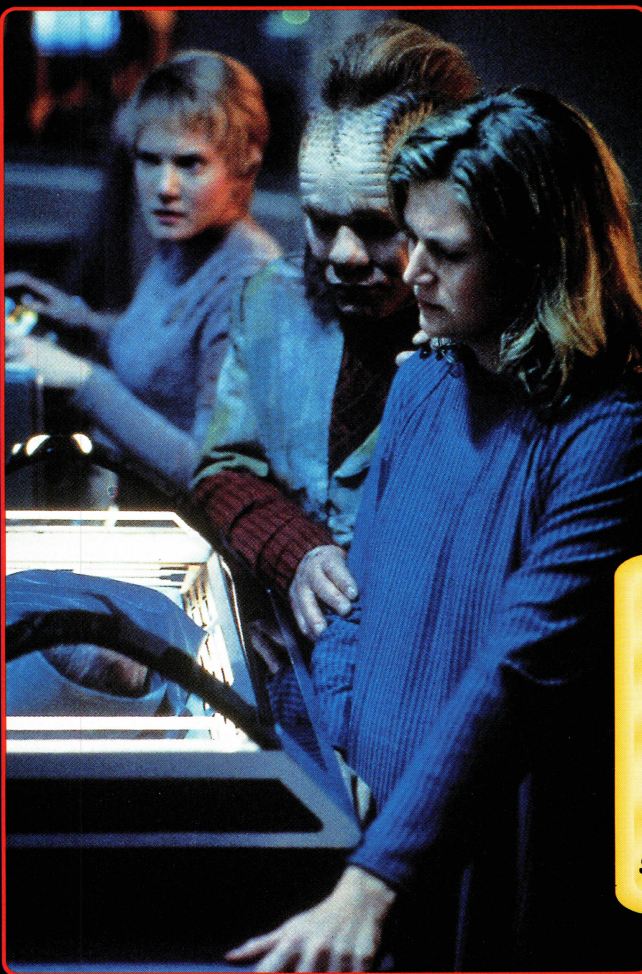
KTARIAN CHILDREN

Biological compatibility

Few details are known of Ktarian biology, in particular childbirth and periods of gestation. The best Starfleet source of information is not readily available, as the data is collected by the EMH of the **U.S.S. Voyager**, lost in the Delta Quadrant. The case in question is the inter-species marriage between Ensign Wildman and her Ktarian husband, Greskrendtregk. Due to the lack of Ktarian medical knowledge and some biological incompatibilities, Wildman has great difficulty during labour.

▶ **It is not known whether Wildman experiences a typical Ktarian pregnancy, but she does have human food cravings, notably for mashed potatoes.**

▶ **The first child born on the U.S.S. VOYAGER is Naomi Wildman, a child of half-Ktarian, half-human descent. Her Ktarian heritage appears to be dominant.**



OTHER CARDS IN THIS FILE...

- 38 THE BYNARS
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STAR TREK: VOYAGER.....File 71



Tarellian Plague Vessel: Interior

The last remaining *Tarellian Plague Vessel* is populated by only eight surviving crew members, who search the Galaxy for a world they can call their home.

Throughout the Galaxy, few things are more shunned than a plague vessel – as the *U.S.S. Enterprise NCC-1701-D* discovers during an encounter with a **Tarellian** ship, which is populated by carriers of a deadly biological plague.

The *Tarellian Plague Vessel* is the last of its kind; all their other vessels were eradicated long ago. The eight Tarellians on the plague ship are seeking a home to live out their remaining days, and, in 2364, they are drawn to **Haven**, otherwise known as **Beta Cassius**, because of the planet's legendary healing properties.

However, the Haven government does not want their beautiful home tarnished by the Tarellians, so, under the conditions of their treaty with the **Federation**, the people of Haven request help from the Federation.

Captain Jean-Luc Picard of the *Enterprise* feels he has no choice but to lock a tractor beam onto the *Tarellian Plague Vessel*, preventing it from entering Haven's atmosphere.

Inside the plague ship

The Tarellians are feared and shunned by populated worlds; their ship is the only home they know. The windows across its hull suggest that the interior is designed to house many occupants, but the eight survivors now have the entire space to themselves.

The vessel's transporter room contains a small, single-person transporter, more compact than the ones found on **Starfleet** vessels, and distinguished by its blue materialization beam. Other parts of the ship may contain facilities for the transportation of more than one person. The large rings at the top and bottom of the transporter are dotted with white fluorescent lights, and the transporter room itself is bathed in a murky blue glow. A dark blue trim, arranged in parallel grid patterns, helps to offset the room's otherwise

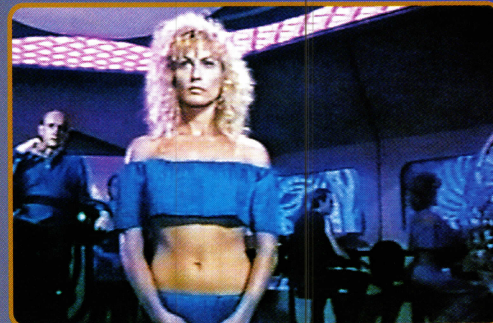
rather spartan design. The entrance is marked out by two small extensions at either side of the base of the large, open doorway.

A wide bluish-purple corridor runs outside the transporter room. Its walls are decorated by a number of circular picture frames, each containing a pencil drawing of Wyatt Miller at various times in his life to this point. These were produced by the beautiful Tarellian **Ariana**; Wyatt and Ariana have each had visions of the other for many years.

The ship's main bridge lies at the end of this corridor. The eight remaining Tarellians, including **Wrenn**, Ariana's father and the ship's captain, gather here. The dominant color scheme on the bridge is a dark rose/pink, with blue highlights. Around the upper half of the bridge walls are a number of oscillating moire viewscreens, displaying blue energy patterns. In front of them are work stations tended by male and female Tarellians, who either stand, or sit on small plain chairs.

Dotted around the bridge are a number of spherical objects, some transparent, some solid, resting on functional stands. One of these objects swirls with a pattern of blue light; another, comprising interconnected solid black spheres, sits at the center of the bridge, and may even be a command chair. A large circular window looks out into space.

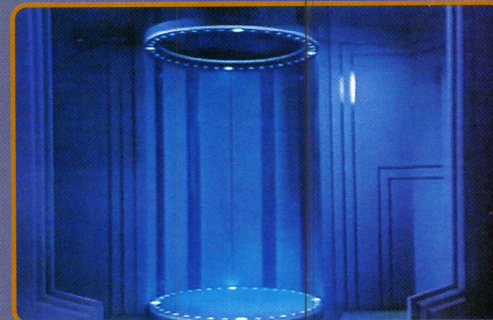
Ultimately refused permission to make planetfall, the *Tarellian Plague Vessel* departs Haven to search for another home.



▲ The bridge of the **TARELLIAN PLAGUE VESSEL** is dominated by a hemisphere protruding from the ceiling. This spherical theme continues throughout the ship.



▲ The bridge of the **TARELLIAN PLAGUE VESSEL** is easily accessed from the single-person transporter pad by means of a short purple-blue corridor.



▲ A single-person transporter pad brings Wyatt Miller onto the **TARELLIAN PLAGUE VESSEL**. Larger transporter pads may exist elsewhere on the ship.



▲ The corridor leading from the transporter room to the bridge is decorated with Ariana's pencil drawings of Wyatt Miller, whom she has dreamed of for years.



▲ Wyatt Miller is warmly welcomed onto the bridge of the **TARELLIAN PLAGUE VESSEL**. Miller does not shun the Tarellians because of their disease.



▲ Wyatt Miller's decision to beam onto the **TARELLIAN PLAGUE VESSEL** may allow these tragic survivors to one day leave the spartan interior of their ship.



Tarellian Plaque Vessel: Interior

Ariana's pencil drawings of her dream lover, Wyatt Miller, are displayed along the corridor that connects a one-person transporter room to the main bridge.

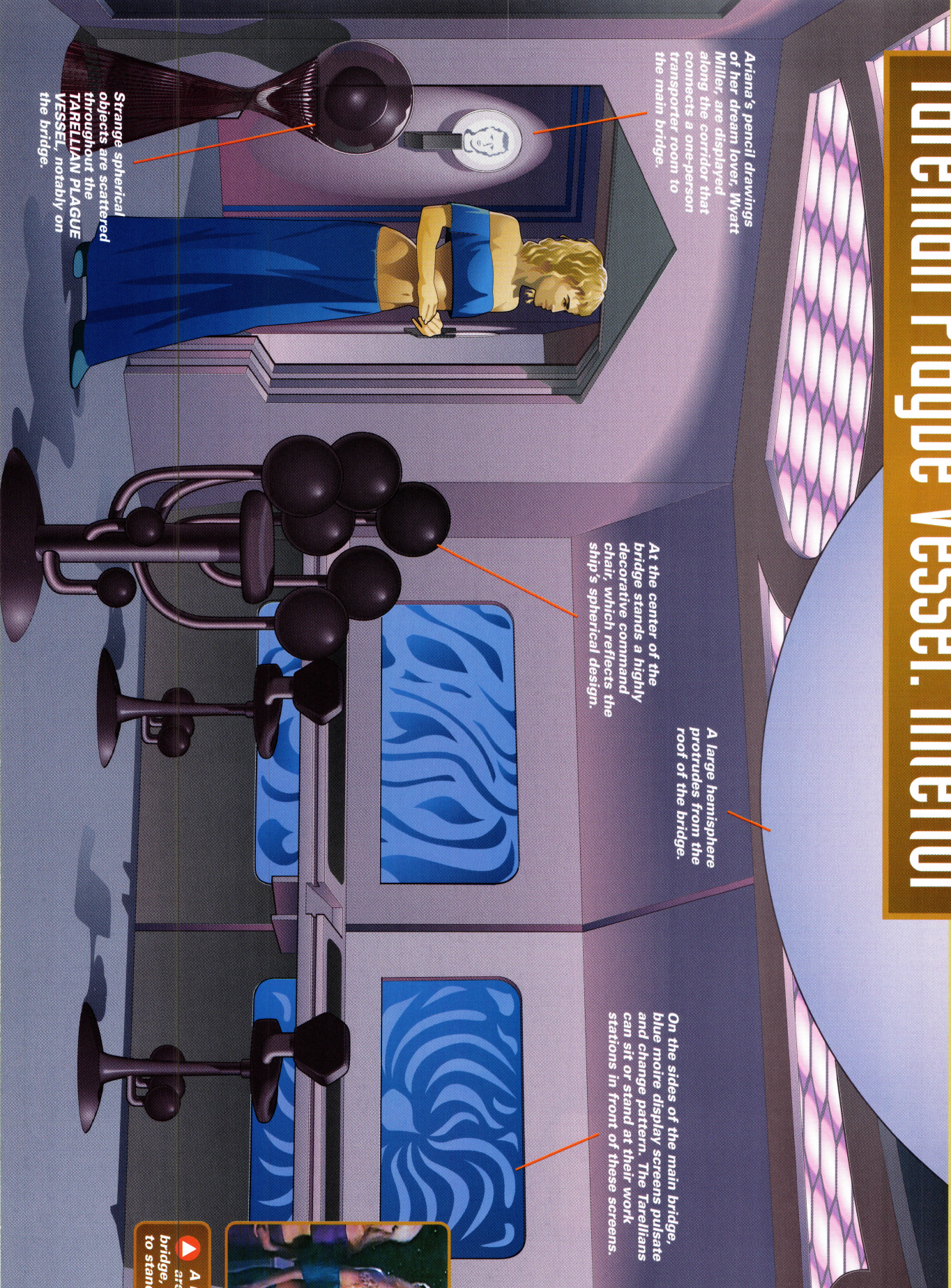
At the center of the bridge stands a highly decorative command chair, which reflects the ship's spherical design.

A large hemisphere protrudes from the roof of the bridge.

On the sides of the main bridge, blue moiré display screens pulsate and change pattern. The Tarellians can sit or stand at their work stations in front of these screens.

Strange spherical objects are scattered throughout the TARELLIAN PLAQUE VESSEL, notably on the bridge.

▶ A number of spherical objects are displayed on the vessel's bridge, which otherwise conforms to standard starship design.



Captain Picard's Hobbies

As a young man, Jean-Luc Picard very nearly followed a career in archeology, rather than joining *Starfleet* and captaining the *U.S.S. Enterprise NCC-1701-D*. His many interests provided him with a number of career choices.

Even the best captains in *Starfleet* are not on duty all the time. Most have interests and hobbies that extend beyond their commands, and enrich their lives. **Captain Jean-Luc Picard** is no exception. From archeology to rock-climbing, music to fencing, theatre to astrophysics, the captain's hobbies span a range worthy of a true Renaissance man.

Moonlighting

Jean-Luc Picard studied archeology at *Starfleet Academy*, and, many years after his academy days have ended, the study of ancient cultures remains one of his primary interests. Picard does not regret that he chose to pursue a career path in *Starfleet* command rather than become a leading *Federation* archeologist, but he nevertheless likes to keep abreast of developments in the discipline, and stays in touch with his lecturer, **Professor Galen**.

Picard takes every opportunity to pursue his studies, and he is respected enough in the professional community to be asked to deliver the keynote speech on the results of the excavations

on **Tagus III** to the annual symposium of the **Federation Archeology Council** in 2367.

Over the years, Picard has accumulated a substantial collection of archeological 'fragments', including such items as a **Gorlan prayer stick**, which he traded for a bottle of **Saurian brandy**. None of these artifacts are of monetary value, but Picard considers their historical significance and personal value far more important.

Music also plays an important role in Picard's life. He took piano lessons as a child, but his current instrument of choice is the **Ressikan flute**.

Love of music

The flute, and the knowledge of how to play it, comes courtesy of an encounter with a probe launched by the people of the **Ressik** community, who hoped to preserve the memory of their doomed civilization. Picard lives the entire lifetime of **Kamin**, an ironweaver from the planet **Kataan**, in under an hour; he teaches himself to play during this simulated, but very real, experience.

Picard is not as accomplished in his music as he is in his archeological studies,

PROFILE OF AN ENTHUSIAST

HOBBY: Literature

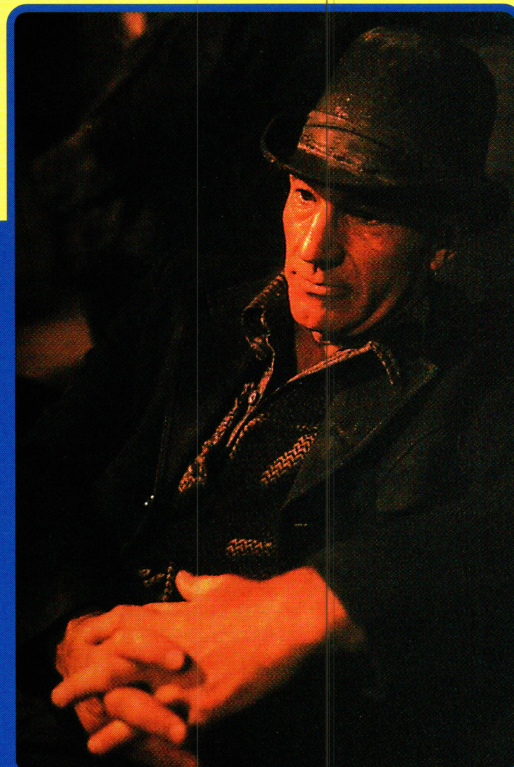
REMARKS: Captain Picard enjoys reading old-fashioned, printed books. He reenacts his favorite dramas and novels on the holodeck.

HOBBY: Music

REMARKS: Picard plays the Ressikan flute and, in his earlier years, took piano lessons.

HOBBY: Outdoor pursuits

REMARKS: Picard enjoys horseriding and rockclimbing. He creates holodeck programs that allow him to enjoy these activities.



▲ As a starship captain and an explorer of the Galaxy, Picard is constantly encountering wondrous sights, and new and diverse forms of life. He cannot afford to be too rigid or narrow in his outlook; luckily, his varied hobbies and interests prepare him for myriad experiences.

but he is just as passionate about it. Until **Neela Daren's** posting to the *U.S.S. Enterprise NCC-1701-D* as head of **Stellar Cartography**, Picard only

plays the flute to computer accompaniment; with her encouragement, however, he learns to play duets, with fellow music-lover **Daren** on keyboards.

She even shows him a **Jefferies tube** where the best acoustics on the ship can be found. They play a duet during a moment away from their duties.

INTELLECTUAL



★ The dramatic

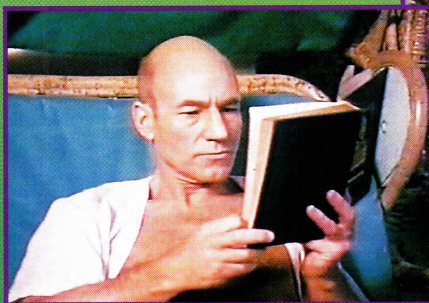
Captain Picard has a great appreciation for Shakespeare, and he enjoys being able to share the plays with **Data**.

★ Puzzle solver

Picard views **Professor Galen** as a mentor; both men enjoy probing the mysteries of ancient cultures.

★ Studios

Like **James T. Kirk**, another famous captain of a starship *ENTERPRISE*, Picard enjoys the feel of holding a real book in his hands. Reading is one of his favorite pursuits.

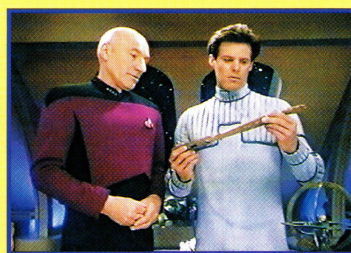


Captain Picard's Hobbies

The captain's preferences in music tend toward the classical. He has endured electronic, discordant and loud music such as the **Talarian Alba Ra**, but he far prefers Earth composers such as Berlioz and Chopin.

Thespian

Less obvious, but still present beneath the surface, is his interest in drama and theatre. He can sometimes be found enjoying the **holodeck's** 'Henry IV' program, throwing himself into the role of Michael Williams. A leather-bound copy of Shakespeare's plays is one of the captain's most prized



possessions. Picard finds the bard's wisdom is still relevant even in the 24th century, and he often quotes from these plays.

His enjoyment of performance manifests itself in a number of ways, from his delight in assuming the holodeck guise of **Dixon Hill**, a

"This is a ... jigsaw puzzle ... whose pieces have been scattered across the Galaxy."

— Picard, playing detective and historian

★ Collectibles

Picard uses his interest in archeology in an attempt to bond with Jason Vigo.

fictional 1930's Earth private eye from San Francisco, to his ability to slip into the role of Robin Hood, when thrown into a medieval scenario on a whim of the mischievous **Q**.

Many of his hobbies are cultural or intellectual, but Picard also enjoys a number of physically challenging pursuits. The captain enjoys fencing, and is a capable enough opponent that his first officer, the much-younger **Commander Riker**, hesitates to accept an offer to practice with him. Picard's ability with a blade is not limited to the epee; against **Q's** version of the sheriff of Nottingham, he demonstrates his swordfighting skills.

Physical pursuits

Picard enjoys horseback riding, and he has kept his own saddle with him since his days at **Starfleet Academy**, noting that most serious riders possess their own saddles. He is an experienced rock climber who enjoys the sense

of control it gives him; his ability is admired even by the reckless **Jason Vigo**, himself a climber. Picard is well able to free-climb, but he sensibly takes precautions, such as the use of an antigravity unit to cushion potential falls.

Shared interest

Captain Picard is regarded by his crew as a private man, but he is willing to share his enthusiasms with the people he cares about. He gives his leather-bound copy of Shakespeare's plays to **Commander Data**, and presents a Gorlan prayer stick, from his archeological collection, to Jason Vigo, even after the young man turns out not to be his son. The captain also relishes sharing his knowledge of archeology.

Scholar, music lover, performer, athlete ... It is perhaps a good thing that exploring the stars held such an attraction for Jean-Luc Picard, for if they had not, Starfleet would have lost the services of a most able and versatile captain. More than this, however, he is a 24th-century model of a true Renaissance man.

THE INVESTIGATOR

Finding the answers

Picard often applies his scholarly mind to adventures and mysteries. He is a great fan of 20th-century Earth detective novels that feature the 'private eye', **Dixon Hill**, and he steps into the role of this character easily during his spare time, courtesy of his starship's holodeck. His love of playing detective often crosses over with his interest in archeology, and with his missions as a starship captain. On one occasion, Picard utilizes his detective skills, and the resources of the **Enterprise**, when he is presented with an irresistible mystery by his archeological hero, Professor Galen.



★ The player

The versatile captain and amateur historian tries his luck – and his wits – in the 20th-century world of gangsters, mobs and private eyes. Picard enjoys playing the role of Dixon Hill, displaying a keen eye for detective work and for the ladies.



★ Risk taker

In the 24th century, starship captains are not advised to take risks on away missions. The role of Dixon Hill, therefore, allows Captain Picard to leap into action and adventure without risking the wrath of his protective first officer.



★ Brain-teaser

When Picard is handed perhaps the greatest mystery of all time – the common origin of many humanoid races – he rises to the challenge and decodes an ancient puzzle, a message of peace left implanted in these species' DNA.

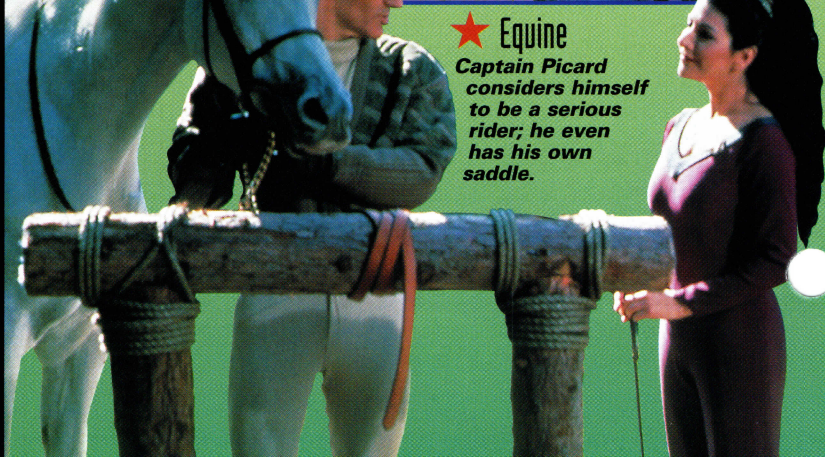
★ A rider

Picard often enjoys the freedom of horseriding in the holodeck; it is a welcome break from the bridge of his starship.



★ Equine

Captain Picard considers himself to be a serious rider; he even has his own saddle.



FILE 44 NON-STARFLEET HUMANS

Amelia Earhart

Amelia Earhart vanished in the 1930's, during a daring flight. Four centuries later, the crew of the *U.S.S. Voyager NCC-74656* discover the pioneering aviator in the Delta Quadrant.

Amelia Earhart is undoubtedly one of the most famous and accomplished female pilots in Earth's history. Generations of women have been inspired to become pilots because of her memory.

Amelia Earhart was born on July 24, 1897, in her grandparents' home on the rolling North American plains. From childhood, she demonstrated an attitude of daring and confidence, something highly unusual for a woman of her time. At the age of 23, Earhart took her first flying lesson, and by the time she made her first solo flight, she

knew that her future lay in aviation.

In 1922, Earhart set the first of many aviation records in her career. She flew to 14000 feet, higher than any woman had ever flown before. She was totally enthralled by flying, and learned all she could about it.

Making history

On June 17, 1928, Earhart became the first woman to fly across the Atlantic Ocean, when she accompanied a licensed male pilot. Earhart became a celebrity, and drew crowds everywhere she went, continuing to set records all the while.

PROFILE ON AMELIA

NAME: Amelia Earhart

LIFE FORM: Human female

BORN: July 24, 1897

STATUS: Mysteriously disappeared on July 2, 1937, during an attempt to fly around the world with her co-pilot, Fred Noonan.

HISTORY: Earhart was at the forefront of her field in the early days of flight. She broke many records, including being the first woman to fly solo across Earth's Atlantic Ocean.

REMARKS: Earhart's memory is so respected that a Federation starbase is named after her.

FIRST SEEN: 'The 37's' [VOY]

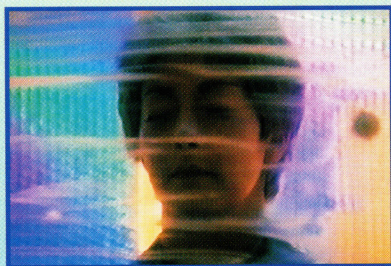


▲ **Amelia Earhart is one of Earth's most famous aviators; her daring exploits inspire many people, including Captain Janeway.**

DISCOVERED IN STASIS

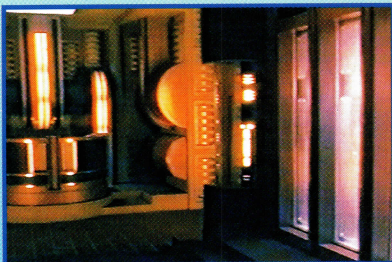
★ Preserved

Amelia Earhart is found in cryostasis, 400 years after she disappeared from Earth. She is revived by the crew of the U.S.S. VOYAGER.



★ Not alone

Seven other cryostasis chambers are discovered along with Earhart's, including one encasing her co-pilot, Fred Noonan.



In 1937, Earhart announced her last aerial adventure – an around-the-world flight, beginning and ending in California. Flying a Lockheed Electra 10E aircraft, Earhart and her navigator, **Fred Noonan**, completed 22000 miles of the estimated 25000 mile trip. But, on July 2, 1937, disaster struck: they disappeared on the journey from New Guinea to Howland Island. After 15 days of exhaustive searching, it was announced to the world that Earhart and Noonan were

missing, believed lost.

Their disappearance becomes one of the most celebrated mysteries of the 20th century. Some believe she was shot down and captured by the Japanese navy; others think she and Noonan flew off together on a romantic adventure. The most ridiculous notion of all was that the famous pilot and her navigator were abducted by aliens.

Amazing return

In 2371, Earhart and Noonan are discovered by the crew of the *U.S.S. Voyager NCC-74656* on a **Class-L** planet located in the **Delta Quadrant**. They have somehow traveled 70000 light years, and are found in cryostasis chambers. These devices are used to 'freeze' people, holding them in suspended animation for later revival.

After being revived by the *Voyager* crew, Earhart is naturally disoriented and fearful. To her mind, she was abducted by unknown assailants just moments previously; now, she is in a futuristic room with uniformed 'captors'.

Time stood still

Amelia Earhart's appearance has not changed since the day she disappeared. She looks to be approaching 40, with short, dark hair. She wears a brown leather flight jacket, with her name displayed underneath a pair of metal wings pinned to her lapel.

Captain Janeway explains the situation, informing Earhart that *Voyager* picked up an automated SOS which they traced to her aircraft, located nearby. Earhart and the others have been in stasis for 400 years.

★ Disbelief

Captain Janeway attempts to prove to a disoriented Earhart, and her 20th-century companions, where she is and how she has spent the last few centuries.



Amelia Earhart



★ Welcome

Earhart enjoys the hospitality of Captain Janeway after her initial skepticism is allayed.

★ Revelation

During the 434 years that Earhart has been in stasis, a human colony has grown up on the Briori homeworld.



The 20th-century pilot is naturally suspicious, and believes Janeway must be responsible for what has happened to her. She manages to keep calm, however, and evaluates the situation on its merits. Noonan, on the other hand, does not buy Janeway's explanation, and pulls his gun, disarming the *Voyager* away team.

Janeway continues to appeal to Earhart's reason, and the pilot's natural curiosity is piqued when she spies the medical tricorder wielded by the **Ocampan Kes**. Recognizing Earhart's intelligence and insight, Janeway appeals to her experience as a visionary. She tells Earhart that history speculates that her round-the-world trip was financed as part of an intelligence mission to learn more about Japanese war plans; Earhart is surprised that anyone could know about her secret mission.

Acceptance

After a history lesson on Pearl Harbour, Earhart is ready to accept Janeway's staggering hypothesis, and encourages Noonan to join her in viewing Janeway's starship. When doubt lingers, Earhart has no qualms about pulling rank, reminding her navigator who is in charge of the mission.

There is a level of comfort in the relationship shared by Earhart and Noonan; clearly, the two are close. After Noonan is wounded during a battle on the planet surface, and believes he is dying, he proclaims his love to Earhart.

When the **EMH** cures him, Noonan is deeply embarrassed at his 'death bed' revelation, and makes Earhart promise to forget what he told her. The humor with which she agrees is revealing of their friendship.

Throughout these events,

★ Defense

The world into which Earhart has woken up will be very different to the one she has known, but she is keen to explore it.

Earhart displays an intelligence and readiness to listen to reason, no matter how preposterous the situation may seem. She is naturally fascinated by *Voyager*, a flying machine from 400 years after her time, and has the helmsman, **Tom Paris**, explain to her the rudiments of flying the starship, with particular reference to how fast it will go.

Learning the truth

Earhart learns the truth of what has happened to her. She was kidnapped by a race known as the **Briori**, along with about 300 other humans. They were brought to this planet to be used as slaves. Eventually, the humans overthrew their captors, and made a life and society for themselves. The remaining Briori left and have never returned, and the humans

"Think I could take [the U.S.S. Voyager] for a spin?"

— Amelia Earhart to Tom Paris

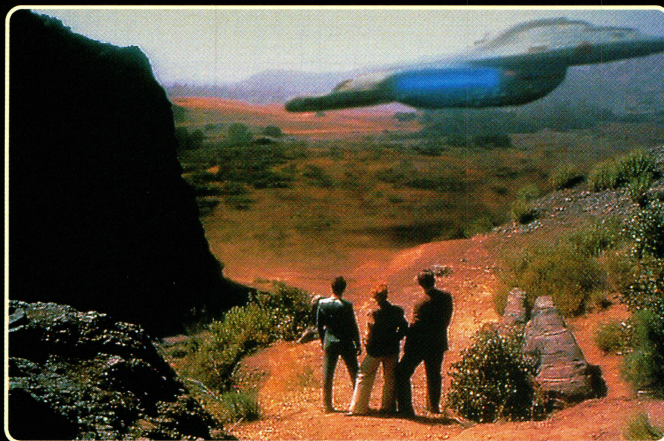
have gone from strength to strength, building three cities to house the thousands in which they now number. The settlers did not know how to revive Earhart and the others still in cryostasis, and so they were kept in the mountain chambers as a monument to the original abductees.

Earhart elects to remain on the planet with Noonan, rather than go with *Voyager*—a brave decision from a woman who has lived, and will live, a life more fantastic than any cheering 1930's crowd could have imagined.

DIFFICULT DECISION

Belonging

Amelia Earhart and her co-pilot, Fred Noonan, decide to remain on the planet. For Earhart, with her sense of adventure and love of flying, it is a particularly difficult decision. She feels a sense of belonging, however, as the human settlers and their cities are, in a sense, part of her legacy.



★ Saying goodbye

Earhart and Noonan stay on the planet; they watch with another of the abductees as VOYAGER departs.

★ Deciding

Neelix tries to help those who were in cryostasis decide whether to stay, or leave with VOYAGER.



FILE 45 VULCAN PERSONNEL

Sybok

Unlike most Vulcans, Sybok embraces the need for emotion and its expression. He is obsessed with finding **Sha Ka Ree**, which he believes exists on the far side of the **Great Barrier**.

Sybok is the son of **Sarek** and a **Vulcan** princess. After his mother died during his infancy, Sybok's father married a human woman,

Amanda Grayson, and the boy was raised by her along with her and Sarek's own child, **Spock**.

As a student, Sybok gained a reputation for having an exceptional mind, and Spock later agrees that his half-brother's intellect is the keenest he has ever seen. However, Sybok's studies later veered away from the mainstream, and a

RECRUITING

★ Healer

Like a latter-day messiah, Sybok wanders alone in an arid desert, seeking to heal the spiritually sick.

PROFILE ON SYBOK

NAME: Sybok

LIFE FORM: Vulcan male

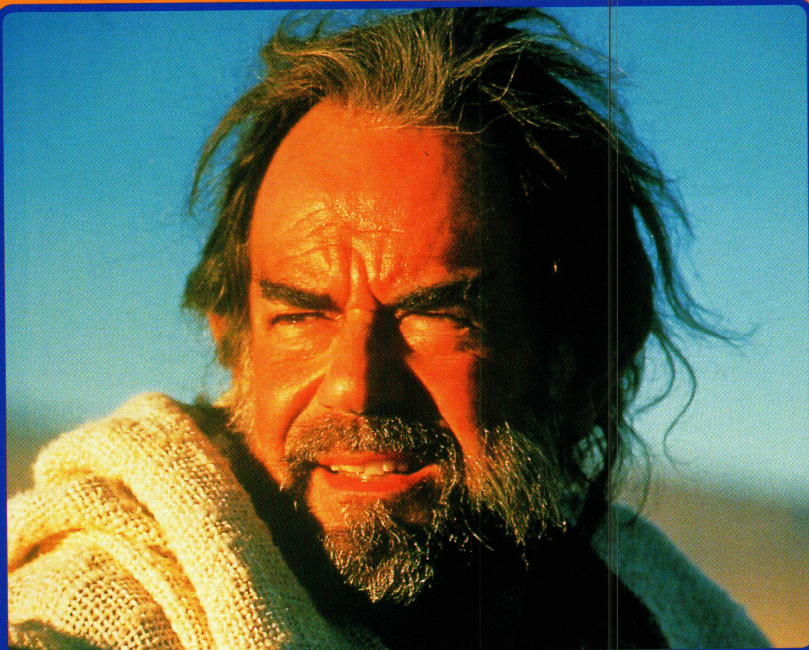
BORN: 2224

FAMILY: Sarek (father), a Vulcan princess (mother), Amanda (step-mother), Spock (half-brother).

HISTORY: Sybok leaves Vulcan after he comes to believe that **Sha Ka Ree** — the Vulcan heaven — is a real place that can be visited.

REMARKS: Sybok has the ability to cure people of emotional pain.

FIRST SEEN: STAR TREK V: THE FINAL FRONTIER



▲ Sybok is Spock's half-brother, and the first son of Sarek. Unlike Spock, he is fully Vulcan, but he comes to view the Vulcan way of life — the pursuit only of logic and the suppressing of emotion — as a flawed way to gain self knowledge.



★ Regaled

Sybok triumphantly moves among his followers, vowing to lead them to paradise.

encouraged others to embrace emotion, he found himself ostracised among his own people.

Sybok saw this as an opportunity to pursue his obsession: finding the holy planet that early Vulcans referred to as **Sha Ka Ree**. This world is what humans call heaven, and is a place where Sybok hopes that the questions of existence may be answered. For those who doubt such a place exists, Sybok pointed to the myriad other species who share the concept of this paradise world, and asks if it could be mere coincidence.

During this period, Sybok also refined a technique

★ Inspiring

Sybok chooses to recruit his disciples on the forlorn planet Nimbus III. He cures a traveler, J'Onn, of his pain. In gratitude, the man chooses to follow Sybok and help him in his quest.

near-fanatical interest in the ancient Vulcan way of life developed within him.

In time, Sybok embraced the old passions Vulcans have rejected, certain that self-knowledge comes through both emotion and logic. This view was unacceptable to a people convinced that logic is their only salvation; when Sybok



Sybok



★ Visionary

Sybok tries to convince Kirk that he has had a vision from God, and that they must travel to the Great Barrier.

that made him a psychological healer. He can look into the hearts of people, and force them to confess their most painful memories. In so doing, the person feels suddenly free and euphoric, willing to follow Sybok in gratitude.

In 2287, Sybok uses this process on **Nimbus III** to recruit disciples to help bring his plan to fruition. Sybok shows he is not beyond ruthlessness and manipulation in pursuit of his dream, and uses diplomatic hostages to try to secure the use of a starship.

Finding God

A vessel is required because Sybok has a vision from 'God' showing him that this Utopia lies on the far side of the **Great Barrier**, at the center of the Galaxy. It is commonly believed that nothing can survive crossing this barrier, but Sybok is willing to test the theory based purely on his own beliefs.



★ Ironic

The fully-Vulcan Sybok embraces the emotions that his brother, the half-human Spock, tries so hard to suppress and govern.

Fortunately for Sybok and his passengers, they do break safely through the Great Barrier and discover a planet; the Vulcan is excited beyond measure. When they find a powerful energy being on the surface, Sybok feels vindicated.

It soon becomes apparent, however, that this is not God. Sybok is overcome with disbelief and recrimination; he realizes that he has spent his life in pursuit of a false dream; not only that, but he has been so arrogant that it never entered his mind that he could be wrong. He has put the lives of many people at risk, merely to

★ Force

Sybok shows that he has no qualms about using force to achieve his aims. He easily renders Kirk helpless with his superior Vulcan strength.



★ Brainwashing

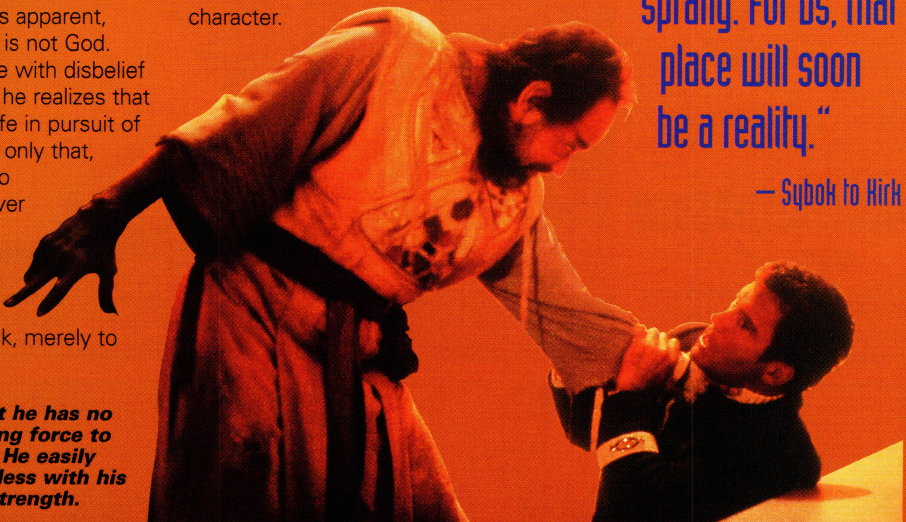
Sybok takes control of the U.S.S. ENTERPRISE with armed guards. Chekov is reluctant to receive the same 'healing' as Uhura and Sulu.

follow his own selfish dream.

Sybok never wanted to hurt anybody. Together with an admission that he was wrong, his final act of clarity and selflessness – surrendering his life to save that of others – reveals much of his true character.

"Every culture shares this common dream of a place from where creation sprang. For us, that place will soon be a reality."

— Sybok to Kirk



QUEST

False god

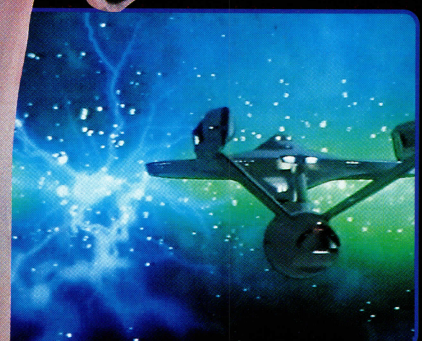
Having commandeered the **U.S.S. Enterprise NCC-1701-A**, Sybok heads for the Great Barrier, an area which is believed to be impenetrable. This is where he hopes to find the fabled **Sha Ka Ree**. As he promises, the starship crosses the barrier unharmed, and he and others transfer to the surface. There, the party are met by an energy being, and Sybok quickly realizes that he has been duped. His vision has been revealed to be a lie, but he makes the ultimate sacrifice by giving his life so the others can live.

▶ **Once he realizes he has led them all into danger, Sybok redeems himself by grappling with the energy being.**



▶ **Sybok is rapturous with delight, and opens his arms in supplication upon finding 'God'.**

▶ **The U.S.S. ENTERPRISE NCC-1701-A approaches the Great Barrier, an area of space at the center of the Galaxy.**



Admiral Ross

During the war with the **Dominion**, Admiral Ross coordinates Starfleet attack missions against the **Cardassians** and the **Jem'Hadar**. Ross has an especially close relationship with **Benjamin Sisko**, and makes the captain his adjutant for much of the conflict.

Admiral Ross is one of Starfleet's top officers, responsible for issuing many of the mission directives during the **Dominion War**.

Ross is stationed at **Starbase 375** from 2373 to 2374. In his no-frills office, the only decoration is a Starfleet flag that hangs in the right corner behind Ross's desk. From this command post, he busily reviews numerous tactical reports on **PADDs** found on his desk.

War duties

As part of his duties, Ross has command over personnel stationed on the **U.S.S. Defiant NX-74205**; for instance, **Captain Benjamin Sisko** reports to him for new assignment briefings. Ross also commands the **Seventh Tactical Wing** and **Adjutant Bennet**.

Admiral Ross is a powerful-looking individual, whose presence is easily felt in a crowd. He comm-

ands respect wherever he goes, and gains it through his actions as well as his position. Ross is middle-aged, but still a fit and healthy man who always make an effort to look smart in his Starfleet uniform, even in the midst of battle.

The admiral rarely smiles; he carries a heavy burden upon his shoulders. Yet Ross knows that the crews who are doing the actual fighting carry a heavier one, so he always takes the time to compliment his officers on a job well done. After a successful attack on a **Dominion** sensor array, for example, Ross recommends to Starfleet that the entire crew of the **Defiant** be cited for exceptional performance of their duties.

Many of the mission directives that come from Admiral Ross originate with **Starfleet Intelligence**; one example is the military strike against the **Alpha Quadrant's** main **ketracel white** storage facility,

PROFILE OF AN OFFICER

NAME: Bill Ross

LIFE FORM: Human male

POSTING: Stationed at **Starbase 375** for the duration of the Dominion war.

REMARKS: One of Starfleet's most experienced senior officers, Admiral Ross has command oversight of a number of important battles against the Dominion. He coordinates Starfleet, Romulan, and Klingon military forces during the conflict, with great success. Ross appoints Captain Benjamin Sisko as his adjutant.

FIRST SEEN: 'A Time To Stand' [DS9]



▲ **Admiral Ross is an experienced military man who still has time for the ideas and opinions of more junior Starfleet colleagues. He trusts his staff to carry out their duties as they see fit, and understands the toll war can take on officers and civilians alike.**

TACTICIAN



★ Fighting back

It is Admiral Ross who coordinates the first Starfleet strike against the Dominion: the successful destruction of a ketracel white factory deep within Cardassian space.

★ Command post

Admiral Ross goes through tactical plans displayed on his wall monitor. The one concession to decoration in Ross's office on **STARBASE 375** is a Starfleet flag behind his desk.



★ Task force

Ross and Sisko discuss strategy for Federation Task Force 17740. The admiral authorizes Sisko's plan to regain control of **DEEP SPACE NINE**.

OTHER CARDS IN THIS FILE...

45 BENJAMIN SISKO

SEE OTHER FILES...

THE DOMINIONFile 16

A GUIDE TO FEDERATION

STARFLEETFile 19

STAR TREK:

DEEP SPACE NINE.....File 70

Admiral Ross

"I've been very impressed with you these last few weeks. I think we're going to make a good team."

— Admiral Ross to Captain Sisko

situation has a different set of risks; Ross's job is to know when to gamble, and when not to.

As his officers lay out their attack plans, Ross trusts their insight and judgement. He has no time to nitpick every officer's decisions — all he asks is that they keep him informed. This style of management boosts the confidence of his captains, making them even more determined to succeed at their missions.

Reputation

Ross puts his reputation on the line every time he indulges one of his subordinates' battle strategies, and he is not beyond letting an officer know this.

During the war, it often seems as if the Dominion is a step ahead of the Federation. With the aid of Starfleet Intelligence, however, Ross is able to pinpoint a massive sensor array hidden on the periphery of the **Argolis Cluster**, and organizes a strike.

One of the hardest jobs facing a deskbound admiral is ordering a crew into a dangerous situation. For most of the war, Starfleet are at an enormous tactical disadvantage, and Ross's ability to lend confidence and encouragement goes a long way. All the same, Admiral Ross sometimes finds himself longing to share the same camaraderie and rituals a returning crew might perform.

Tough decisions

Ross's work is well away from the frontline, but he still likes nothing better than to have a few drinks with the men and women who make up the ranks; he enjoys **Saurian brandy**, with its exotic taste and hue. The admiral dislikes standing on ceremony; it is not uncommon for him to call a junior officer by their first name.

Like many high-ranking officials, Ross is constantly required to make decisions affecting other people's lives. It is a position of



★ Avoiding pomp

Admiral Ross does not like to stand on ceremony. When he awards Sisko the Christopher Pike Medal of Valor, he dispenses with the traditional formalities in favor of a more personal approach.

great responsibility, and one that can wear a person down. To better his odds of victory, Ross makes a point of surrounding himself with the very finest officers.

After the Dominion takes control of **Deep Space Nine** in 2373, Ross appoints Captain Sisko his adjutant during the early stages of the war. A warm mutual respect develops between the two men. In recognition of Sisko's display of leadership and personal bravery during the retaking of **Deep Space Nine**, to prevent the **Bajoran wormhole** admitting more Dominion troops, the admiral awards him the **Christopher Pike Medal of Valor**.

Soldier and diplomat

Ross's diplomatic gifts serve him well at critical points during his career. For one of the biggest campaigns of the war, Ross turns to his colleagues, **Admiral Dave Coburn** and **Admiral Sitak**, a **Vulcan**. They take on the job of overseeing the return to **Deep Space Nine**, including the coordination of the ships involved in the battle. Later, when the decision is taken to invade **Cardassia**, Ross works closely with the **Klingon General Martok**.

As long as everyone agrees the Dominion is the enemy, Ross can handle differences of style and philosophy. This is especially important when he begins negotiations with the **Romulan Senator Letant** to join forces with the Klingons and the Federation. Martok and Letant would be at each other's throats if it were not for Ross's tact and good judgment.

Because the admiral is able to unify these disparate forces, a mission to destroy the **Cardassian Orbital Weapon Platforms** becomes a great success. He is not, however, an appeaser — he supports the **Bajoran Military** in 2374, when the Romulans install weapons on a Bajoran moon.

Ross is a thorough professional; he knows when to delegate responsibility to his subordinates, and when to impose his command upon them, such as when he feels Ben Sisko is letting his position as the Bajoran **Emissary** interfere with his duty to Starfleet. At the end of the day, Ross will do what he thinks is best for the organization he serves, and if this is not always what his subordinates would like at least they know that his decisions are backed up by a real logic.

A FORMIDABLE TEAM

Mutual respect

Admiral Ross treats Sisko very much as an equal, often taking on board the captain's plans and suggestions. Ross even makes Sisko his adjutant, shortly before the plan to destroy a Dominion sensor array gets underway. Their friendship only falters when Sisko hesitates after being told not to go on a mission by the wormhole aliens.



▲ Respect and trust

Ross has often gone out on a limb for Captain Sisko.

▼ Tough choices

Admiral Ross tells Sisko he has to choose between his roles as a Starfleet captain and the Bajoran Emissary.



▲ Daring plan

After months of defensive tactics, Ross comes to believe the war will only be won by striking at Cardassia.



Mirror Universe Agonizers & Agony Booths

In the mirror universe, the savage Terran Empire maintains its grip on power with the use of two highly-effective instruments of torture: the agonizer and the agony booth. Each inflicts an extreme level of pain on its victims.

In 2267, an ion storm affects the routine transportation of **U.S.S. Enterprise NCC-1701** crew members **Captain Kirk**, **Dr. McCoy**, **Scotty**, and **Uhura**, displacing them into a parallel universe. They find themselves in a world that is a complete inversion of their own, a savage **mirror universe**. They have beamed onto the **I.S.S. Enterprise**, a ship belonging to the cruel and bloodthirsty **Terran Empire**.

One of the first differences Kirk and his colleagues notice aboard this different **Enterprise** are the small devices worn on the belts of the ship's crew. These objects are slightly smaller than a human hand, and are known in the mirror universe as **agonizers**.

The front of the agonizer is dominated by a raised, triangular red pad. At the top and bottom of the device are two small circular control knobs; two 'wings' extend out from the top of the agonizer. The unseen rear of the device performs its true function: dispensing pain. This fearsome weapon is no doubt vital for the maintenance of order in a place as treacherous as the mirror universe.

Severe punishment

Captain Kirk and the others are greeted in the **I.S.S. Enterprise's** transporter room by a bearded **Mr. Spock**. This mirror Spock is displeased that **Transporter Chief Kyle** failed, despite instruction, to compensate for the ion storm; Kyle is ordered to hand his agonizer over to Spock, and the **Vulcan** officer

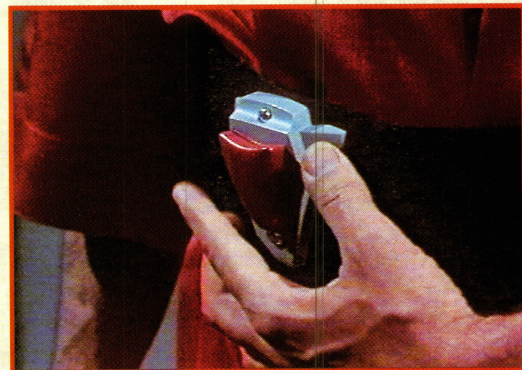
All crew members of the I.S.S. ENTERPRISE wear agonizers on their belts, as well as a powerful phaser that can obliterate humanoid targets.



activates the device and presses it against Kyle's shoulder. The overwhelming pain that results causes the transporter chief to collapse in terrible agony.

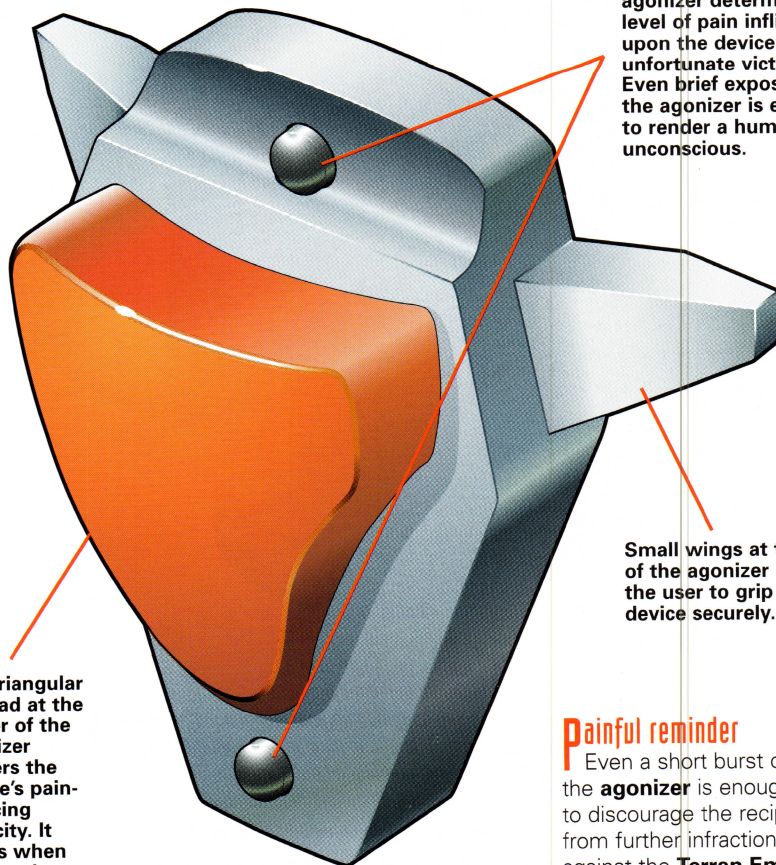
The fact that the **I.S.S. Enterprise** also has an **agony booth** – in which more severe punishment is dispensed – suggests that the agonizer is used primarily to deliver short, sharp shocks. The crew also carry **phasers**, with which they can kill their crewmates.

Transporter Chief Kyle has to be restrained while the mirror Spock applies the agonizer to his left shoulder. Captain Kirk looks on in horror.



The agonizer fits comfortably into the hand of the user. To complete their humiliation, a victim may have their own personal agonizer used against them.

THE AGONIZER



Control knobs at the top and bottom of the agonizer determine the level of pain inflicted upon the device's unfortunate victim. Even brief exposure to the agonizer is enough to render a humanoid unconscious.

Small wings at the top of the agonizer enable the user to grip the device securely.

The triangular red pad at the center of the agonizer powers the device's pain-inducing capacity. It glows when activated.

Painful reminder

Even a short burst of the **agonizer** is enough to discourage the recipient from further infractions against the **Terran Empire**.

Mirror Universe Agonizers & Agony Booths

It is not known if the agonizer can kill a person, but the agony booth certainly can. When the mirror universe **Chekov** fails in his attempt to assassinate Kirk, the treacherous navigator is taken to the booth. The alternate Spock escorts his captain along a corridor to the agony booth, where Chekov is receiving his punishment.

The agony booth resembles a single-person transporter, with a large glass housing bound by a few thin metal strips. At the back of the tube, a long red energy unit glows and swirls; this is most likely the pain-dispensing component. The bottom of the booth, a circular black pad encased in a metal shell, may also harm the person standing upon it. While the device is activated, it emits strange bleeps and trills.

The mirror Spock declares the agony booth to be a "most effective means of discipline,"

and is surprised when Kirk hesitates over ordering full duration, which would almost certainly result in the death of the booth's prisoner. Even when not used at maximum power, the agony booth delivers an intense physical and psychological shock, designed to discourage further disobedience.

Some 100 years later, great changes have occurred in the mirror universe. After his encounter with the **Federation's** Kirk, the Spock native to the mirror universe persuades the Terran Empire to follow the path of peace and disarmament. Unfortunately, this leaves the Terran Empire defenseless, and an alliance of **Klingon**, **Cardassian**, and later **Bajoran** forces seize power.

When Federation personnel again cross over to the mirror universe in 2370, they find that Terrans are now the slaves of the conquering



Three armed guards stand by the agony booth, impassively ignoring Chekov's screams of pain. Years of service in the Terran Empire have dulled any compassion.



When the Federation again makes contact with the mirror universe in the 24th century, agonizers are still in use. Their design has changed considerably, but their purpose is as sinister as ever.

Alliance, and that a modified version of the agonizers is still in use. The appearance of **Major Kira** and **Dr. Bashir** from the Federation's universe inspires the alternate **Miles O'Brien** and **Julian Bashir** to form a rebel Terran freedom force. The rebels manage to capture the wicked **Intendant Kira Nerys**, and the rebel Bashir does not hesitate to teach her a lesson with the aid of an agonizer.

Agonizer upgraded

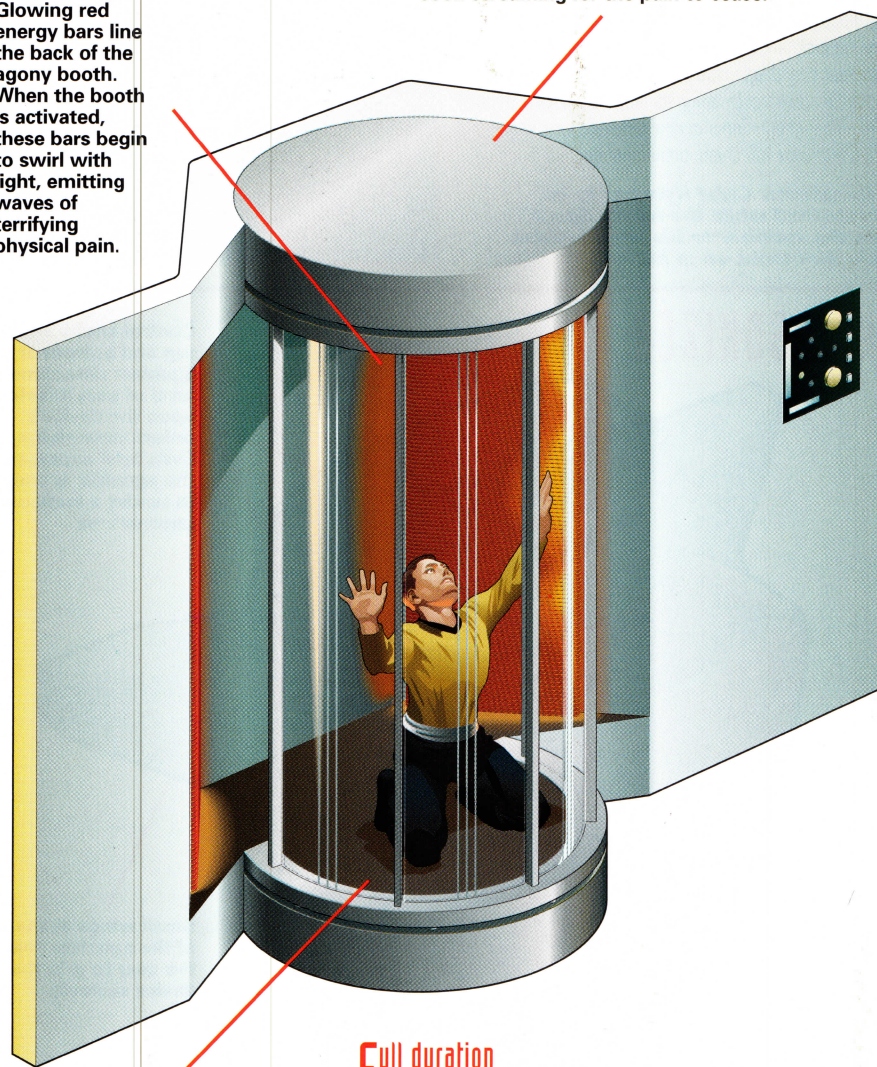
Still fitting snugly into the palm of the hand, the agonizer is now slightly more rounded in appearance; its size and shape is similar to old Earth hand grenades. Various control functions are visible on each side of this updated agonizer.

This chastising instrument no longer needs to be in physical contact with its intended victim. Once activated, the agonizer is merely pointed at the unfortunate recipient; a glowing red light at the top of the device then transmits intense waves of pain. The Intendant makes light of the agonizer's torture, daring Bashir to turn his "little toy to a higher setting," but it is clear that she is in terrible agony after just a short burst of the device's beam. The visiting **Sisko** points out that violent reprisals like this make the rebels no better than the Alliance. It would seem that the aggressive ways of the Terran Empire have not been totally abandoned; it is not known if the agony booth is still in use, but the agonizer remains a vital part of the rebels' armory.

THE AGONY BOOTH

Glowing red energy bars line the back of the agony booth. When the booth is activated, these bars begin to swirl with light, emitting waves of terrifying physical pain.

Somewhat taller than a human being, the agony booth resembles a single-person transporter, but its function is far less benign. Subjects stand fully upright in the central glass booth, and are soon screaming for the pain to cease.



The floor of the agony booth is lined with a smooth black material. Victims stand on this circular pad while enduring their punishment.

Full duration

As with the **agonizer**, the **agony booth** can be set to different levels depending upon the nature of the crime. When set to full duration, the agony booth will almost certainly kill the person placed inside.



'Requiem for Methuselah'

The crew of the *U.S.S. Enterprise NCC-1701* is infected with Rigelian fever, which could prove fatal. Dr. McCoy locates a source of ryetalyn, necessary to synthesize the antidote, on an uncharted planet, but their search is delayed by a mysterious man known as Mr. Flint.

CAPTAIN'S LOG

STARDATE: 5843.7

"The *ENTERPRISE* is in the grip of a raging epidemic. Three crewmen have died, and 23 others have been struck down by Rigelian fever ... Dr. McCoy needs large quantities of ryetalyn, the only known antidote for the fever."

Captain Kirk, Mr. Spock, and Dr. McCoy beam down to a planet on which they have detected a source of ryetalyn. This antidote is needed desperately for the crew of the *U.S.S. Enterprise NCC-1701*, who have contracted Rigelian fever.

The landing party is suddenly attacked by a levitating robot unit, and their phasers rendered inoperative. A man walks toward them, ordering the robot to stop; this is Mr. Flint, a recluse who privately owns this planet. Flint initially asks them to leave, but finally agrees to let them stay as his guests, while his robot, M-4, locates the ryetalyn.

At Flint's palace, Spock is fascinated by his art collection, while Kirk is absorbed in Flint's beautiful ward, Rayna Kapec. The first batch of ryetalyn collected by M-4 has a contaminant, leading to the landing party's return to the ship being delayed. Kirk's mind is occupied with Rayna; he has fallen in love with her.

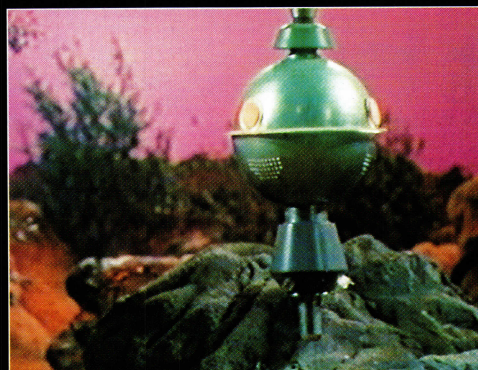
Immortal tragedy

McCoy calls from Flint's lab to inform Kirk that the second batch of ryetalyn has disappeared. Kirk enters an adjacent room to search for the substance. He finds within earlier models of Rayna; she is an android.

Flint enters and reveals his true identity. He was born a soldier, Akharin, in Mesopotamia, Earth, in 3834 BCE. In battle, he discovered he was born immortal. Throughout history, he has been known as da Vinci, Brahms, and other legendary figures. He created Rayna as an immortal partner, and used Kirk to awaken love in her. Now he plans to keep the *Enterprise* captive so his existence will remain secret.

Rayna enters as Kirk and Flint fight over her, and shouts for them to stop. Unable to deal with her newly-developed feelings for both men, she 'dies.' A grieving Kirk returns to the *Enterprise* with the cure for his crew, and McCoy reports that Flint is dying; his immortality was dependent on his alignment with Earth. As Kirk sleeps, Spock secretly uses a Vulcan mind-meld to erase his grief over Rayna.

ON SCREEN...



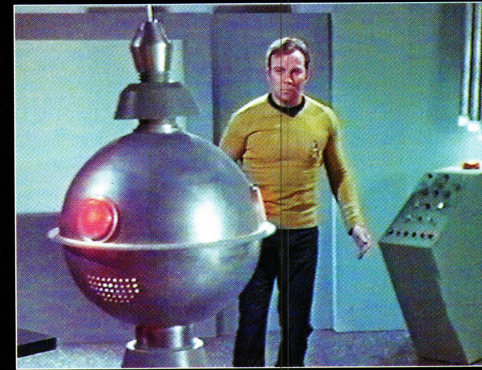
1 The planet is protected by M-4, a levitating robot unit. The planet's owner threatens Kirk, but the captain believes the *ENTERPRISE* is more than a match for him.



2 Kirk is introduced to Rayna Kapec, Flint's ward; her parents were killed in an accident. Flint encourages the captain and Rayna to dance, while Spock plays the piano.



3 Spock is fascinated by Flint's unusual collection of art and antiques. The manuscript from which he plays the piano was handwritten by Brahms.



4 Kirk meets Rayna in Flint's lab; she says she comes here when she is troubled. They are attacked by M-4, but, fortunately, Spock arrives and destroys the robot.



5 While searching for the missing ryetalyn, Kirk discovers that Rayna is, in fact, an android; Flint's lab contains earlier models of her robot body.



6 Rayna has evolved her own sense of being and emotions. Her circuits overload when she is asked to choose between Kirk and Flint, and she 'dies'.

STARSHIP FACTS

Flint invents a device that shrinks the *U.S.S. Enterprise*, and holds the ship's crew in suspended animation.



'The Savage Curtain'

Routinely charting an unknown planet, Captain Kirk and First Officer Spock encounter legendary figures from history such as Abraham Lincoln and Surak of Vulcan. They find themselves forced to participate in the age-old battle of good against evil.

'THE SAVAGE CURTAIN'

"We ask you to observe ... the two opposing philosophies you term 'good' and 'evil.' Since this is our first experiment with Earthlings, the theme is a simple one: survival ... Your philosophies are alien to us ... we wish to understand them and discover which is stronger."

— Yarnek

The **U.S.S. Enterprise NCC-1701** finishes surveying a planet which appears to be lifeless, but, as the ship prepares to leave orbit, a glowing figure appears on the viewscreen: the man claims to be Abraham Lincoln.

With full presidential honors, **Captain Kirk** orders him beamed aboard, to discover who he really is. As Lincoln beams up, **Spock** reports that the transporter appeared to lock on to living rock, but **Dr. McCoy's tricorder** records the newcomer as human.

Lincoln is amazed by the *Enterprise*, and by humanity's accomplishments. Kirk and Spock accept his invitation to beam down to the planet, against the advice of McCoy and **Scotty**. During the transportation, their **phasers** and tricorders are left on the platform. On the planet, Kirk and Spock are approached by another historical figure, **Surak of Vulcan**.

A play for Excalbia

A rock suddenly becomes animated; it introduces itself as **Yarnek**, an **Excalbian**. The stage is set to play out the battle between good and evil, so that Yarnek can observe the difference between the two. Scotty hails the landing party to report that the *Enterprise* has lost all power; Kirk must now champion his crew against a host of historical villains, whose forms the Excalbians have taken. They are led by the evil **Colonel Green**.

Green's team attacks, but Kirk and his party overcome them. Each side retreats to find a base. Surak tells Kirk that he will attempt to make peace, but later they hear the Vulcan scream for help from Green's camp. While trying to rescue Surak — who is already dead — Lincoln is also killed.

Angered, Kirk defeats Green and his cohorts.

Yarnek is disappointed; he still does not see the difference between good and evil. Kirk explains that Green fought for power, while he was fighting for his crew's lives. Its power restored, the *Enterprise* departs.

ON SCREEN...



1 Initial sensor readings of a distant planet indicate it is lifeless, with a poisonous atmosphere and molten surface. Captain Kirk is surprised to be hailed.



2 Chief Engineer Scott resents having to wear full dress uniform in order to humor an alien who claims to be U.S. President Abraham Lincoln.



3 Kirk and Spock meet one of the native Excalbians, who is posing as Surak of Vulcan. His people want to know the difference between good and evil.



4 'Colonel Green' approaches Kirk to negotiate an agreement with him, but Kirk is wary; Green was notorious for attacking his enemies during negotiation.



5 Lincoln attempts to rescue Surak, but he has been dead for some time; his cries for help were imitated. Lincoln returns to Kirk with a fatal spear wound.



6 Having defeated Green, Kirk asks what right Yarnek had to test them. Yarnek replies that it is the same right with which Kirk's people explore the Galaxy.

STARSHIP FACTS

A The Excalbians have the ability to shapeshift. To explore the concept of evil, they become Genghis Kahn, Kahless, Colonel Green, and Zora.

CAPTAIN'S LOG
STARDATE: 51367.2

"We've spent the last three days on the Mari homeworld. It's been a while since we've had the opportunity to make new friends, and the crew seems to be making the most of our stay."

'Random Thoughts'

Captain Janeway and her crew enjoy the hospitality of a peaceful race of telepaths, until Lt. Torres finds her Klingon temper has landed her in trouble again. Torres is accused of spreading violent thoughts, resulting in a violent attack and a murder.

The crew of the **U.S.S. Voyager NCC-74656** enjoy a welcome respite on the **Mari** homeworld. The Mari are a peaceful race of telepaths among whom crime has been virtually eliminated. In the marketplace, **Lt. Torres** and **Captain Janeway** barter for a resonator coil with a stallholder called **Guill**. A passerby accidentally bumps into Torres, but she restrains her temper, and the incident is forgotten. Later that day, however, the same passerby, **Frane**, attacks a man.

The Mari Chief Examiner, **Numira**, brings in the *Voyager* crew, some of whom were present at the marketplace, for questioning. The fact that Torres nearly lost her temper with Frane is revealed by a telepathic recording device. For the Mari, thought is deed, and violent thoughts are illegal; Torres must undergo a risky engramatic purge to remove her violent thought in order to help treat Frane. **Chief of Security Tuvok** is given only a day in which to come up with new evidence that may clear her name.

Buried savagery

Janeway's research reveals that Frane has a criminal record, but Numira dismisses this, claiming he has been treated for those offenses. However, another attack occurs later that day; this time, an old woman stabs a stallholder. Numira is not used to violent crime, and asks Tuvok for help.

Tuvok **mind-melds** with Torres and discovers that the stallholder, Guill, stole the violent thought that she had toward Frane. That night, Tuvok tracks Guill to an illicit underground group which deals in violent thoughts, but is captured by Guill and his clients. The Mari attempts to steal the **Vulcan's** suppressed thoughts, but Tuvok initiates a full mind-meld. Guill is overcome by the depth of the Vulcan's hidden savagery, and is taken by Tuvok to *Voyager's* brig.

Torres is released, and Numira collects Guill, leaving *Voyager* free to go. Captain Janeway wonders what lasting effect their discovery will have on Mari society.

ON SCREEN...



1 Tom Paris transports back to the U.S.S. **VOYAGER** from the Mari homeworld with a gift for B'Elanna Torres. Neelix is preparing to go down and visit Talli, a Mari girl he likes.



2 After Frane bumps into Torres, Guill touches her shoulder to ask if she is all right. Guill gives Torres the creeps, but she remains calm and diplomatic.



3 Paris is extremely anxious about Torres; he thinks Janeway should rescue her. Chakotay tells him to remember that it is Janeway who sits in the captain's chair.



4 Later that day, an old woman stabs Talli at the marketplace, and Neelix is devastated. It is later discovered that the woman's mind held Torres's thoughts, as did Frane's.



5 Tuvok tracks Guill to a group dealing in illicit thoughts. Guill attempts to steal violent thoughts from the Vulcan, but Tuvok's mind overwhelms him.



6 Torres is released, and Tuvok tells her that he now appreciates her constant struggle to control her Klingon side. He offers to teach her some Vulcan techniques.

STARSHIP FACTS

Numira is shocked that one of her people must be restrained in the brig; the Mari consider such incarceration to be barbaric.



FILE 71 STAR TREK: VOYAGER

'Concerning Flight'

Captain Janeway finds herself allied with the great Renaissance inventor and artist Leonardo da Vinci, and thrown into an adventure of pirate traders and subterfuge. Their escape relies upon a famous invention the real da Vinci never did manage to complete.

Captain Janeway is consoling Leonardo da Vinci after the failure of his flying machine, when suddenly the **holodeck** shakes. Janeway makes for the bridge, and finds the **U.S.S. Voyager NCC-74656** under attack from a fleet of pirate raiders.

The pirates use alien **transporter** technology to penetrate *Voyager's* shields and steal items of technological value. They are traced to a nearby planet, and Janeway assigns two teams to the surface: one comprising **Lt. Paris** and **Neelix**, and the other herself and **Lt. Commander Tuvok**.

Disguised in civilian dress, Janeway and Tuvok mingle in a city of commerce. Janeway is surprised to be greeted by da Vinci, wearing the **EMH's** stolen **mobile emitter**; his program must have been active when *Voyager's* computer processor was stolen. Da Vinci thinks he was kidnapped by Spaniards and taken to the Americas. He leads her to his new workshop, which is sponsored by a mysterious patron.

Help from a hologram

Paris and Neelix return to *Voyager* with information – the ruler of the pirate traders is called **Tau**; he is also da Vinci's new patron. Tuvok returns to the ship to analyze the data they have collected with da Vinci's help; recovery of *Voyager's* computer processor is a priority. He locates it in a facility outside the city, but it cannot be beamed out as it is surrounded by a dispersion field.

Janeway breaks into the facility with da Vinci's help, and initiates a power surge in the processor to create a signature onto which *Voyager* can lock. As it is beamed away, Janeway and da Vinci are discovered by Tau's guards. Janeway uses a site-to-site transporter to escape; with Tau in pursuit, da Vinci leads Janeway to a new version of his flying machine. This time it works, and they escape; *Voyager* beams them out.

When Janeway returns to the da Vinci program, she finds he has decided to move to France. Now that he has achieved flight, who knows what else he can do?

'CONCERNING FLIGHT'

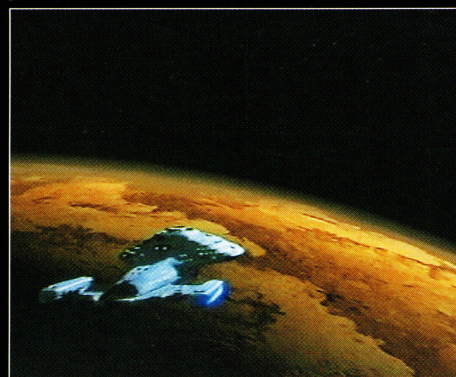
"If you were ... a sparrow ... you would know nothing of the politics of Florence ... your mind would be too small ... As a man, can you accept that there may be certain realities beyond the limits of your comprehension?"

— Janeway to da Vinci

ON SCREEN...



1 Janeway and da Vinci enter his workshop in Florence, soaked. The inventor and his apprentice failed in an attempt to test his flying machine from a bridge.



2 Seven of Nine and Ensign Kim enhance the U.S.S. VOYAGER's deep space imaging system to locate the raiders. A Starfleet signature is traced to a nearby planet.



3 Da Vinci believes he was kidnapped by Spaniards and taken to the Americas. He takes Janeway to meet his patron; she claims to be a trader working for a client.



4 Tau overhears Janeway's communication with Chakotay, and pulls a weapon on her, but the resourceful da Vinci comes to her rescue.



5 Da Vinci is startled by the things he has seen. Janeway explains to him that it is arrogant to not acknowledge that there are things beyond one's comprehension.



6 After their last attempt, Janeway is wary of da Vinci's flying machine. But this time it works, and carries them to safety before VOYAGER beams them away.

STARSHIP FACTS



Tuvok is impressed by da Vinci's hand-drawn maps of Tau's city; he doubts a computer could do better.



continued

immunogenicity

The interrelation between a body's immunity to disease and its genetic makeup. In order to combat the deadly **phage**, the **Vidi**ians adapted their congenital immunogenicity through extensive organ transplantation. (*Starship Log: 'Phage' [VOY]*) **SEE FILES 18, 71**

immunoregeneration

Julian Bashir considered this medical procedure during an attempt to reverse the spread of **Yarim Fel syndrome** in **Tekeny Ghemor**. (*Starship Log: 'Ties of Blood and Water' [DS9]*) **SEE FILES 50, 70**

immunosuppressant

A medical treatment that nullifies the human body's natural immune response to foreign bodies. When **William Riker** temporarily hosted the **Trill** symbiont, **Odan**, immunosuppressants prevented its rejection. (*Starship Log: 'The Host' [TNG]*) **SEE FILES 43, 46, 69**

immunotherapy

The treatment of disease by inducing, enhancing, or suppressing an immune response. **Dr. Julian Bashir** was engaged in a long-term immunotherapy project on **Bajor**, focusing on T-cell anomalies, in 2371. (*Starship Log: 'Explorers' [DS9]*) **SEE FILES 43, 70**

impedrezene

This pharmaceutical product, often administered via **hypospray**, is used to stimulate cardiac functions in a patient. (*Starship Log: 'Alliances' [VOY]*) **SEE FILE 71**



Imperial Hall, Ilari

Site of the opulent chamber where the **Autarch** of **Ilari** holds court. The **Tieran** consciousness within **Kes** assassinated the Autarch here in 2371. (*Starship Log: 'Warlord' [VOY]*) **SEE FILES 18, 43, 71**

▲ The Autarch of Ilari died in the opulent Imperial Hall.

Imperial Plaza

Wide, public plaza on **Cardassia Prime**. Statues of prominent and revered **Cardassians**, such as **Gul Dukat**, have been erected here. (*Starship Log: 'By Inferno's Light' [DS9]*) **SEE FILES 13, 70**

Imperial Senate, Romulan

The **Romulan Star Empire's** dominant political body. Elected senators represent citizens from areas of the empire designated as 'segments'. (*Starship Log: 'Face of the Enemy' [TNG]*) **SEE FILES 12, 49, 69**

implosive protomatter device

In 2370, one such protomatter-based mechanism was used by the **Maquis** to overload and destroy a **Cardassian** ship's engine. The resulting explosion killed everyone on board. (*Starship Log: 'The Maquis', Part I [DS9]*) **SEE FILES 18, 70**



▲ Sadly, not even the immunoregeneration treatment tried by Dr. Bashir could prevent Tekeny Ghemor's death from Yarnim Fel syndrome.

improvoline

A tranquilizer, used to reduce tension or anxiety, and to treat psychotic states. The **EMH** suggested some for **Lon Suder** in 2373, but Suder preferred to avoid drugs. (*Starship Log: 'Basics', Part II [VOY]*) **SEE FILES 29, 43, 71**

impulse deck

Location of the impulse drive on **Defiant**-class vessels. Pre-ignition plasma can be rerouted from the impulse deck to the auxiliary intake to generate a subspace sensor matrix. (*Starship Log: 'Rejoined' [DS9]*) **SEE FILES 28, 70**

impulse drive

Primary propulsion system, employing fusion reaction. Used for cruising, this engine's top speed provides one-quarter the speed of light thrust to a spacecraft. A **Constitution**-class impulse engine explosion exterminated the mysterious **planet killer** in 2267. (*Starship Log: 'The Doomsday Machine' [TOS]*) **SEE FILES 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 68, 69, 70, 71**

Imutta

The **D'jarra** – roughly equivalent to caste – of the **Bajoran** monk whom **Vedek Porta** killed, by pushing him over a railing on **Deep Space Nine's Promenade**. Porta considered his D'jarra unclean. (*Starship Log: 'Accession' [DS9]*) **SEE FILES 10, 70**

Imzadi

In **Betazoid**, this word means "beloved." This pet term was used by **William** and **Thomas Riker** in connection with **Deanna Troi**. (*Starship Log: 'Encounter at Farpoint', Part I [TNG]*) **SEE FILES 18, 43, 69**

In'Cha

Klingon word for 'begin.' In 2372, the Changeling **General Martok** used this message to signal the Klingon fleet to commence a surprise attack on the **Cardassian Empire**. (*Starship Log: 'The Way of the Warrior' [DS9]*) **SEE FILES 11, 70**

Inad

An elderly **Ullian** female. This white-haired, telepathic historian, skilled in telepathic memory retrieval, was a member of **Tarmin's** research team. In 2368, Inad visited the **U.S.S. Enterprise NCC-1701-D** en route to her next assignment. (*Starship Log: 'Violations' [TNG]*) **SEE FILES 18, 69**

immunogenicity
immunoregeneration
immunosuppressant
immunotherapy
impedrezene
Imperial Hall, Ilari
Imperial Plaza
Imperial Senate, Romulan
implosive protomatter device
improvoline
impulse deck
impulse drive
Imutta
Imzadi
In'Cha
Inad
inaprovaline
'Incredible Tales'
Indiana
Indonesian Space Agency
Indri VIII
industrial replicator
inertial dampening generators
inertial dampers
inertium ore
inferiority complex
Inferna Prime
infield fly
infielder
infinite velocity
Ingraham B
Inheritors
inhibitor field
initiate



▲ William Riker was Deanna Troi's 'Imzadi,' her first true love. Even after they split up, they still used the term as a reminder of their fondness for one another.



▲ Inad was one of a group of Ullians who traveled the Galaxy recording the memories of other races for an historical project.



Benjamin Sisko's friends and colleagues from DEEP SPACE NINE were cast as the staff of 'Incredible Tales', a 1950's pulp science-fiction magazine.

Indiana

A state in the north-central territory of the United States on Earth. **Kathryn Janeway** spent her childhood here, where the summers are noted for heat, humidity, and copious numbers of insects. (*Starship Log: 'Macrocosm' [VOY]*) **SEE FILES 43, 71**

Indonesian Space Agency

Zefram Cochrane contemplated selling his faster-than-lightspeed rocket, the **Phoenix**, to this South Pacific organization in return for monetary compensation. (*Starship Log: 'Star Trek: First Contact' [VOY]*) **SEE FILES 33, 44, 79**

Indri VIII

Class-L planet cataloged in 2340 by **Professor Galen**, who believed it offered genetic clues to a micropaleontological puzzle. The race for data ended when the **Klingons** destroyed all life on the planet in 2369. (*Starship Log: 'The Chase' [TNG]*) **SEE FILES 6, 69**

industrial replicator

Commercial-scale replicators capable of high-volume production. Highly-coveted, these machines can change a world. Two were given to the **Bajorans** after their liberation, and four to the **Cardassians** in 2372, to aid recovery from the **Klingon** invasion. (*Starship Log: 'For the Cause' [DS9]*) **SEE FILES 10, 13, 70**

inertial dampening generators

Part of a vessel's system of gravitational compensation devices. The generators require routine realignment. (*Starship Log: 'Bar Association' [DS9]*) **SEE FILE 70**

inertial dampers

'Space brakes' that protect crew members and other loose objects inside a spacecraft from gravitational forces generated by vessel movement. Dampers make a ship less maneuverable, but the crew would die without them. Inertial dampers are also used to counteract the drift of stations such as **Deep Space Nine**, helping to ease spacesickness. (*Starship Log: 'Cause and Effect' [TNG]; 'Afterimage' [DS9]; 'Maneuvers' [VOY]*) **SEE FILES 64, 69, 70, 71**

inertium ore

This mineral substance was part of a cargo **Kasidy Yates** was transporting for the **Petarians** when she and **Benjamin Sisko** first met at **Deep Space Nine** in 2371. (*Starship Log: 'Family Business' [DS9]*) **SEE FILE 70**

inaprovaline

A 24th-century cardio-stimulant drug. In sufficient quantity, inaprovaline also promotes cell regeneration.

Vedek Bareil received inaprovaline to combat radiation exposure. A patient of **Dr. Crusher's** was **hyposprayed** to stabilize his system. (*Starship Log: 'Transfigurations' [TNG]; 'Life Support' [DS9]; 'Lifesigns' [VOY]*) **SEE FILES 69, 70, 71**

'Incredible Tales'

This magazine, specializing in the genre of futuristic stories known as 'science-fiction', featured in a vision experienced by **Ben Sisko**. **Benny Russell**, the identity **Sisko** adopted, was on the writing staff. (*Starship Log: 'Far Beyond the Stars' [DS9]*) **SEE FILES 43, 70**

inferiority complex

Steth, a **Benthian**, affected this aberrant human behavioral trait while trying to pass himself off as **Tom Paris** aboard the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Vis à Vis' [VOY]*) **SEE FILES 18, 71**

Inferna Prime

Site of a **Federation Grand Jury** inquiry into the activities of the **Orion Syndicate**. **Odo** was escorting **Quark** to testify when their **Runabout** crashed. (*Starship Log: 'The Ascent' [DS9]*) **SEE FILES 3, 18, 70**

Odo and Quark were lucky to escape with their lives when they crashed en route to Inferna Prime.



infield fly

Baseball term, as defined in Rule 2.00 of the Official Baseball Rules. **Kira Nerys**, **Worf**, and **Nog** attempted to comprehend the meaning of the term before playing a game against the **Logicians**, a **Vulcan** team. (*Starship Log: 'Take Me Out to the Holosuite' [DS9]*) **SEE FILES 7, 43, 70**

infielder

Term in the game of baseball for a defensive player positioned on the 90-foot square containing the bases. **Sisko**, **Worf**, **Kira** and **Kasidy** were the starting infielders for the **Niners** team. (*Starship Log: 'Take Me Out to the Holosuite' [DS9]*) **SEE FILES 43, 70**

infinite velocity

Theoretical spacetime condition, occurring at **Warp 10** acceleration, in which an object would occupy every point in the universe simultaneously, rendering time and distance meaningless. (*Starship Log: 'Threshold' [VOY]*) **SEE FILES 29, 64, 71**

Ingraham B

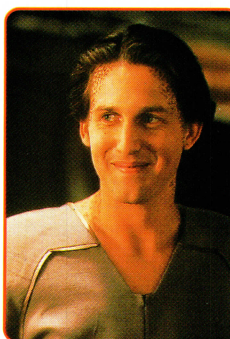
In 2265, this **Class-M** planet became a stepping-stone for the **Denevan neural parasites'** infestation of the **Alpha Quadrant**. Native inhabitants not driven mad were coerced into manufacturing starships to carry the parasites to **Deneva**. (*Starship Log: 'Operation: Annihilate!' [TOS]*) **SEE FILES 3, 64, 68**

Inheritors

These nomadic, stone-age humanoids from Asia, ancestors of Native Americans, were singled out for a genetic boost from visiting extraterrestrials, whom they called **Sky Spirits**. The aliens appreciated their reverence of nature. (*Starship Log: 'Tattoo' [VOY]*) **SEE FILES 18, 43, 71**

inhibitor field

Neuromedical application, used to alleviate pain. **Dax** placed **Epran** in an inhibitor field when the **cordrazine** he was receiving for the **Teplan blight** was no longer effective. (*Starship Log: 'The Quickening' [DS9]*) **SEE FILES 18, 70**



initiate

An apprentice in the fiercely competitive **Trill** program that trains humanoids to host a symbiont. Ironically, **Dax** is considered an exacting **field docent** for initiates, yet **Jadzia** is the only initiate to have successfully reapplied to the program after being dismissed, and **Ezri** was an ill-prepared emergency host. (*Starship Log: 'Playing God' [DS9]*) **SEE FILES 9, 43, 46, 70**

Arjin was a Trill initiate who visited DEEP SPACE NINE to observe what life was like for Jadzia Dax, a joined Trill.